


Audacity: Fri ljudredigerare och -inspelare - Mozilla Firefox

File Edit View History Bookmarks Tools Help

Audacity: Fri ljudredigerare och -inspelare

audacity.sourceforge.net/?lang=sv



Hem Om Hämta Hjälp Kon

Gå till:
audacity.souceforge.net
för att ladda hem ett program
för att spela in några ord
på engelska.

Audacity är gratis
och finns för Windows.

Google Search

/Forum/Team site Web

Audacity® is free, open source, cross-platform software for recording and editing sounds.

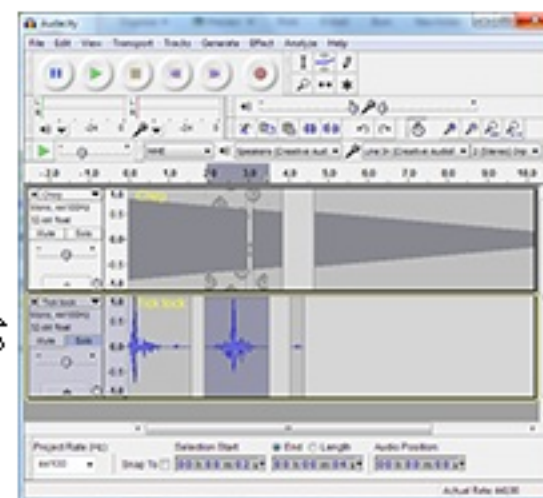
Audacity is available for Windows®, Mac®, GNU/Linux® and other operating systems. [Learn more about Audacity...](#) Also check our [Wiki](#) and [Forum](#) for more information.

The current release of Audacity is 2.0.2. It replaces all previous 1.2, 1.3 and 2.x versions. See [New Features](#) for more information.

[Download Audacity 2.0.2](#)

for Windows 2000/XP/Vista
/Windows 7/Windows 8

[Other Audacity Downloads for Windows](#)





Gå till:
lostmarble.com/papagayo
för att ladda hem ett program
som skapar munnar
som passar till ljuden i ljudfilen.



PAPAGAYO

Papagayo is a lip-syncing program designed to help you line up phonemes (mouth shapes) with the actual recorded sound of actors speaking. Papagayo makes it easy to lip sync animated characters by making the process very simple - just type in the words being spoken (or copy/paste them from the animation's script), then drag the words on top of the sound's waveform until they line up with the proper sounds.

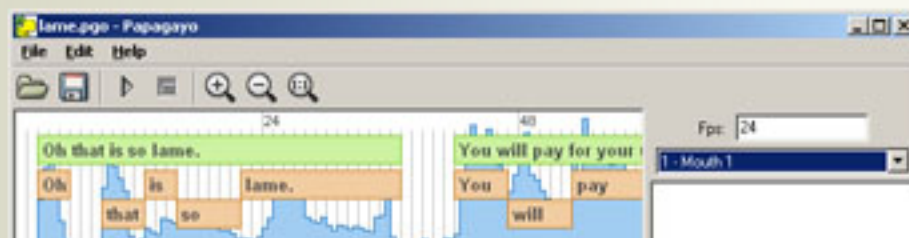
After syncing up mouth shapes with actual sounds, Papagayo can then export the result



Products

[Anime Studio](#)[Papagayo](#)

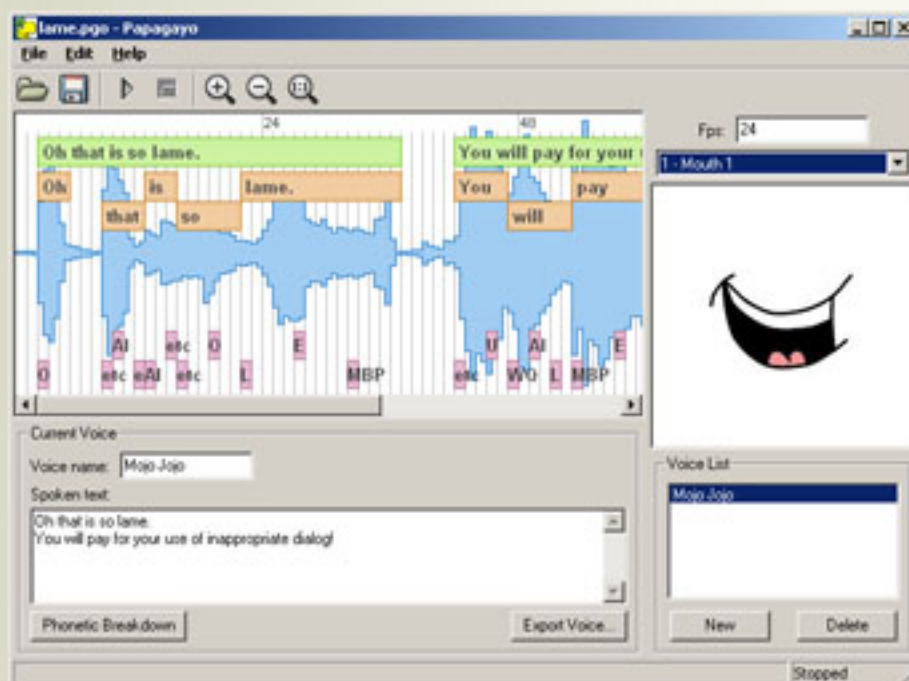
Support

[Discussion Forum](#)

for use with [Anime Studio](#), our 2D animation product.

Papagayo is free to download and use. Sync 'till your

After syncing up mouth shapes with actual sounds, Papagayo can then export the result



for use with [Anime Studio](#), our 2D animation product.

Papagayo is free to download and use. Sync till your virtual lips are sore! Papagayo is available for Windows, Mac OS X, and Linux. Download Papagayo below:

Papagayo finns för Windows. Ladda hem det och installera det.

Current Version: 1.2:

[Windows](#) (98/ME/2000/XP/etc.) (7 MB)

[Mac OS X](#) (Universal Binary for 10.5 Leopard) (4 MB)

[Mac OS X](#) (Universal Binary for 10.4 Tiger) (4 MB)

[Linux](#) (2.5 MB)



Features & Gallery



Download

Education & Help

Community

De

Get Blender

[Get Blender](#) · [Documentation](#) · [Source Code](#) ·[External Renderers](#) · [Older versions](#)

För att ta hem ett avancerat gratis 3D-program så gå till:
blender.org
och klicka på Download.

Blender 2.64a

Blender 2.64a is the latest release from the Blender Foundation. To download it, please select your platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

Windows 32 bits

Support BL
DVDs or B

Don



platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

Windows 32 bits



[Blender 2.64a Installer \(31 MB\)](#)

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2



[Blender 2.64a Zip Archive \(43 MB\)](#)

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2

Blender 2.64a 7z Archive (29 MB)

USA | Germany | NL 1 | NL 2

Blender finns för Windows både som 32-bitars och 64-bitars program. Välj det som passar din dator. För att installera programmet så klicka på Installer.

Windows 64 bits



[Blender 2.64a Installer \(36 MB\)](#)

Requires Windows XP/Vista/7 64bit



[Blender 2.64a Zip Archive \(51 MB\)](#)

Requires Windows XP/Vista/7 64bit



Lipsync Importer

För att kunna använda filen med läppsynk data från Papagayo i Blender så behöver du ladda hem en script-fil.

Så gå till:

http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Import-Export/Lipsync_Importer

Högerklicka sen länken till script-filen för att spara ned den till din dator.

Executable information

File name	io_import_lipsync_Importer.py
Current version download	https://svn.blender.org/svnroot/bf-extensions/contrib/py/scripts/addons/io_import_lipSync_Importer.py

Links and troubleshooting

Links	http://blenderartists.org/forum/showthread.php?t=197408
-------	---

Open Link in New Tab
Open Link in New Window




Bookmark This Link



Save Link As





Copy Link Location


Inspect Element (Q)





 Enter name of file to save to...  


Save in:  blender1 


   

 My Recent Documents


 Desktop


 My Documents

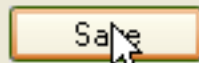
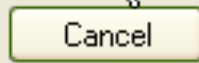
 My Computer

 My Network

Skapa ett bibliotek på din dator så att du lätt kan hitta den sparade filen när du sen ska installera den i Blender.

File name: 

Save as type: 



Scrollar du dig ner en bit
så får du reda på hur
du använder scriptet
i Blender.

The Work Flow

Lipsyncing

Papagayo Moho file

- open Papagayo, import the sound & write the text, and sync the words
- export as voice file from Papagayo
- start blender 2.5x, and open you character blender file
- make shape keys for the character.
- name the shape keys EXACTLY as their corresponding phonemes in the exported Moho file.
- enable the add-on from preferences, it will open in the tool shelf.
- switch to Lipsyncer menu.
- import the voice file.

▼ LipSync Importer & Blinker

The active object is: Cube

Choose Mode: Lipsyncer ▾

Papagayo

Jlipsync Or Yolo

Import File :

Key Value : skscale: 0.80

Frame Offset : offset: 0

Ease In: 3 Hold Gap: 0 Ease Out: 3

Plot Keys to the Timeline

vimeo

Join

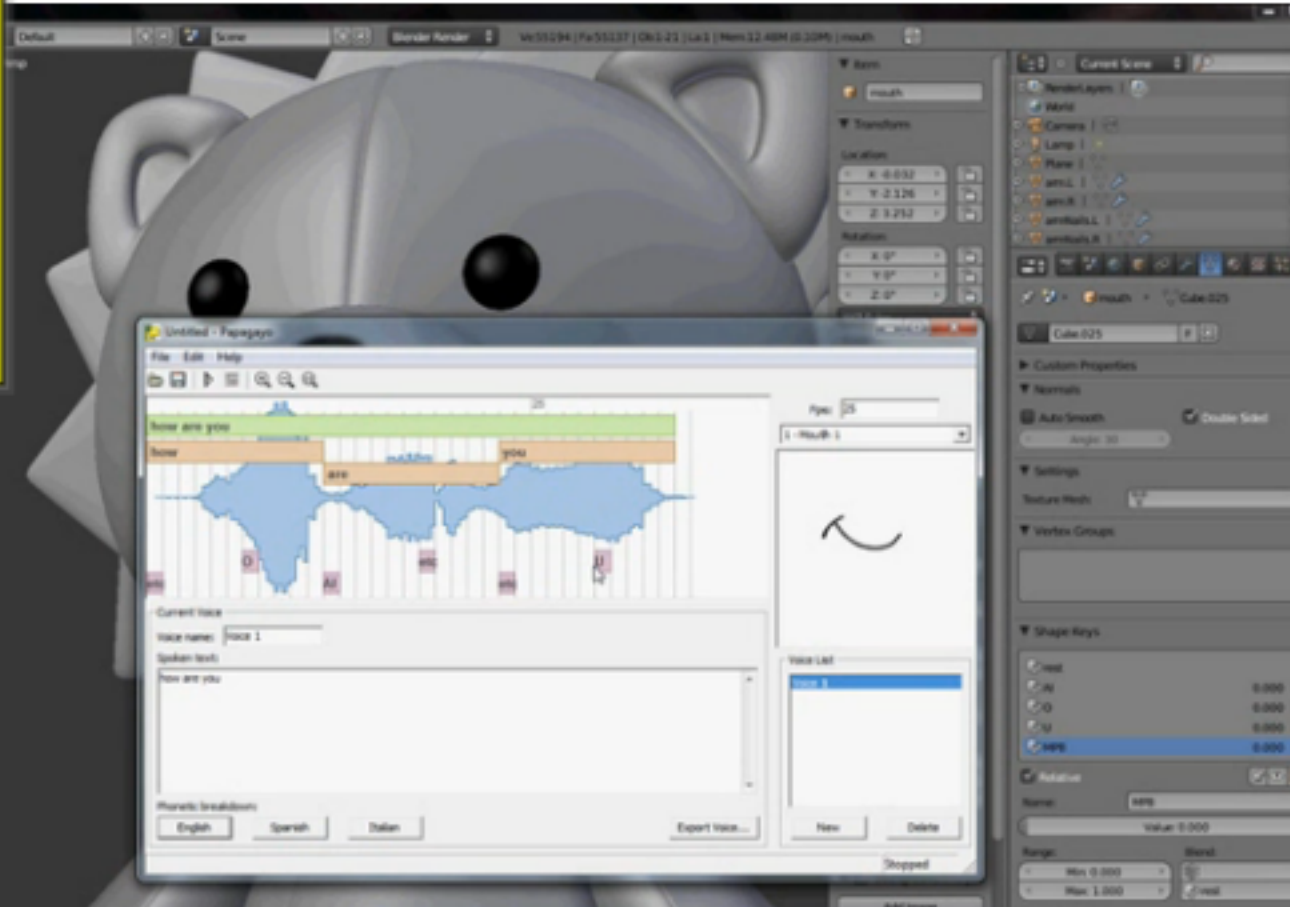
Log In

Explore

Help

Search

Du kan gå till:
vimeo.com/15442522
för att lyssna på
en handledning av
Yousef Harfoush som
skapat scriptet för läppsynk
i Blender.





News & Blender 2_57 Lip Sync



Browse

News & Blender 2_57 Lip Sync

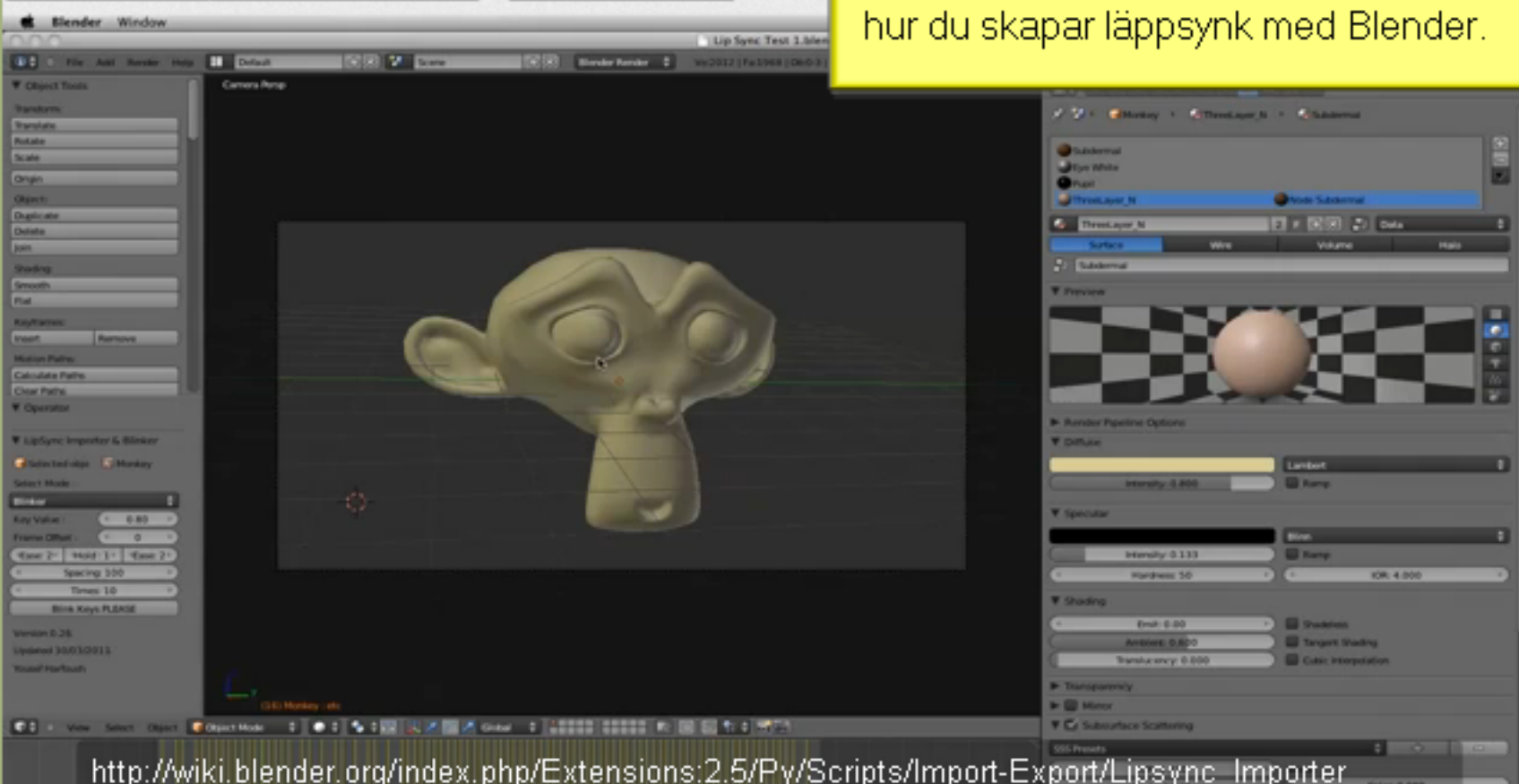
bugzilla2001



Subscribe

221 videos

News & Blender 2_57 Lip Sync
<http://www.youtube.com/watch?v=gf0I6WggSV0>
och cirka 2 minuter in i filmen får du reda på
hur du skapar läppsynk med Blender.

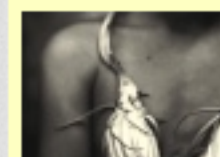


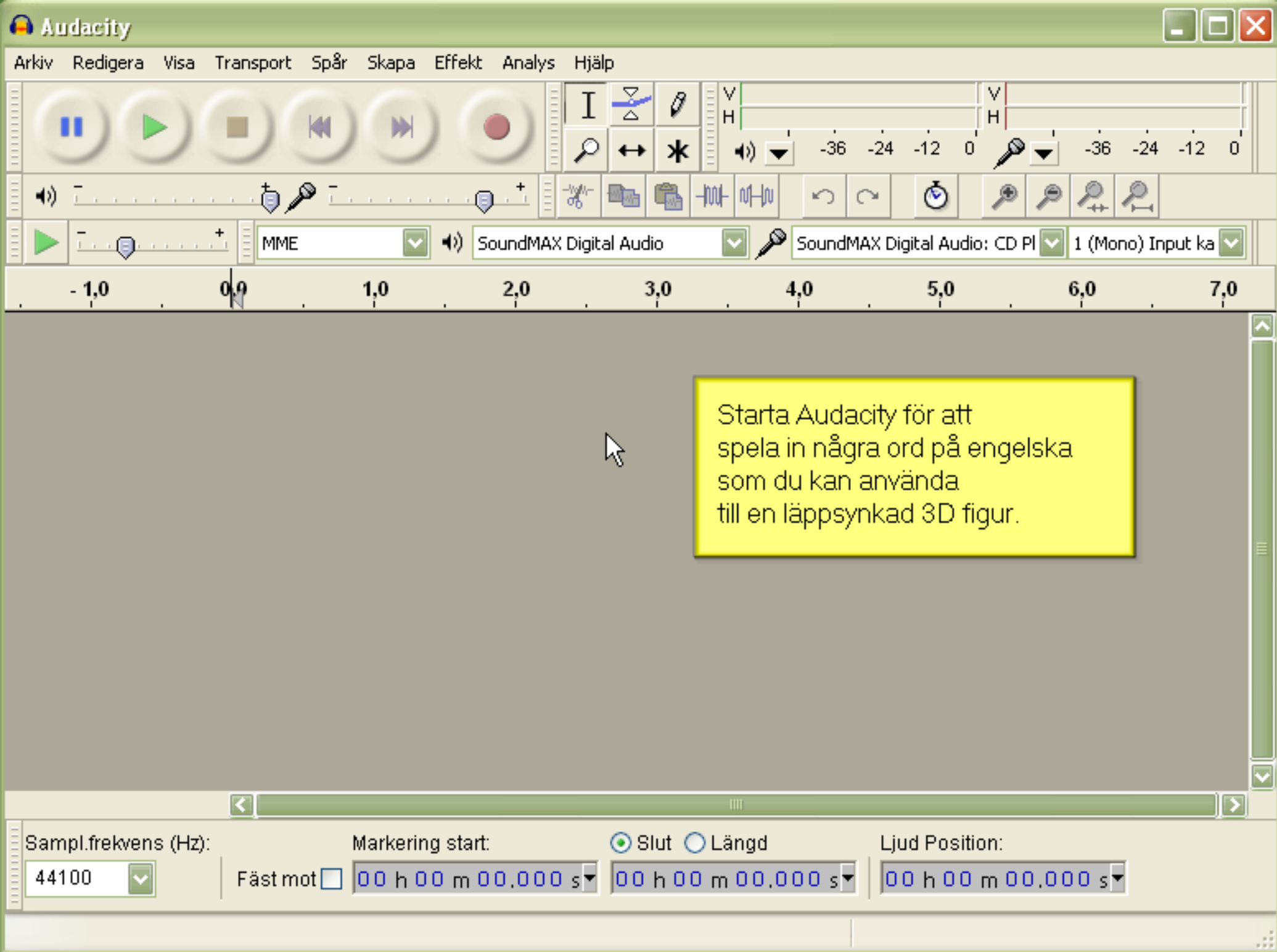
http://wiki.blender.org/index.php/Extensions:2.5/Py/Scripts/Import-Export/Lipsync_Importer

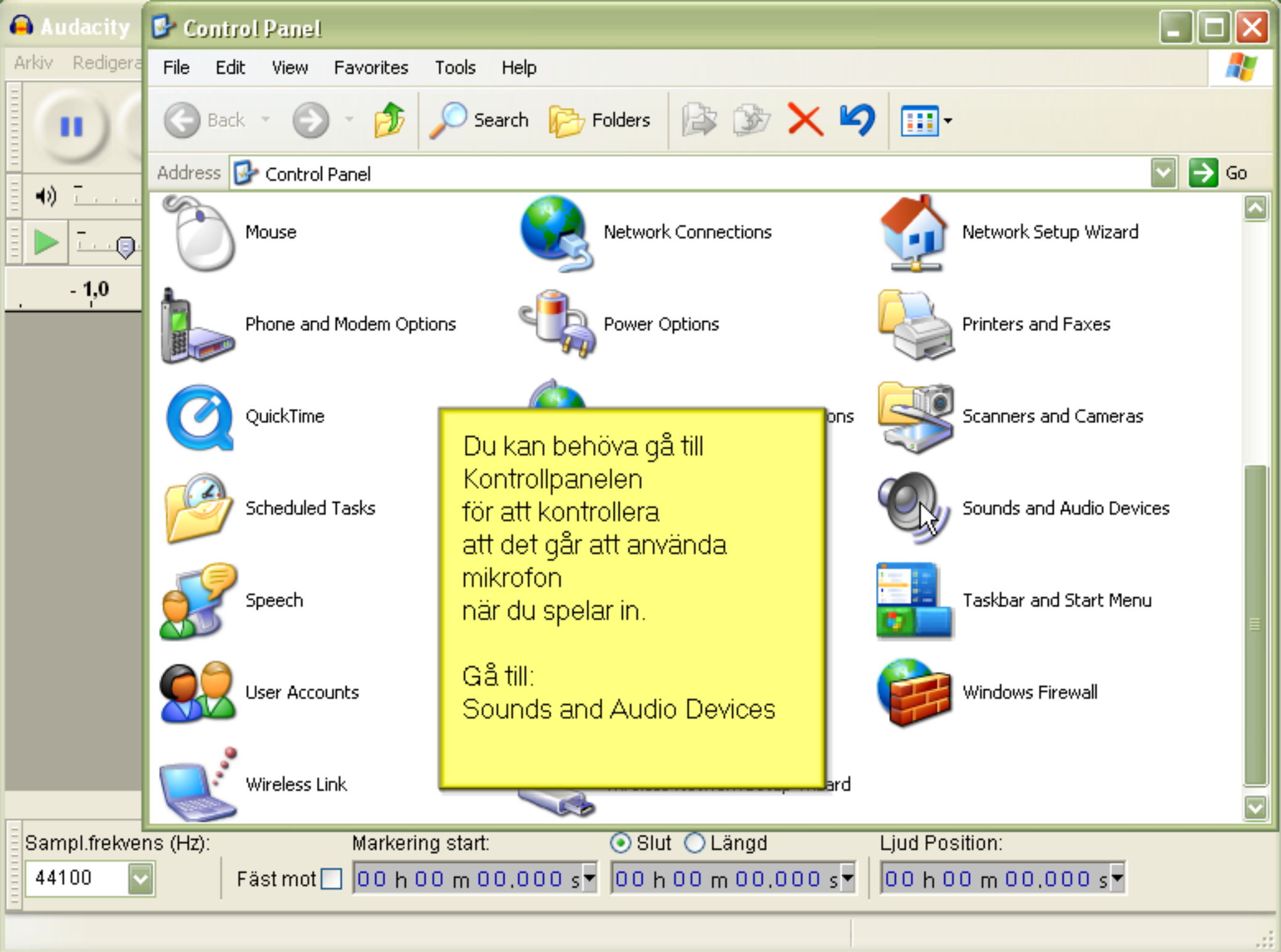
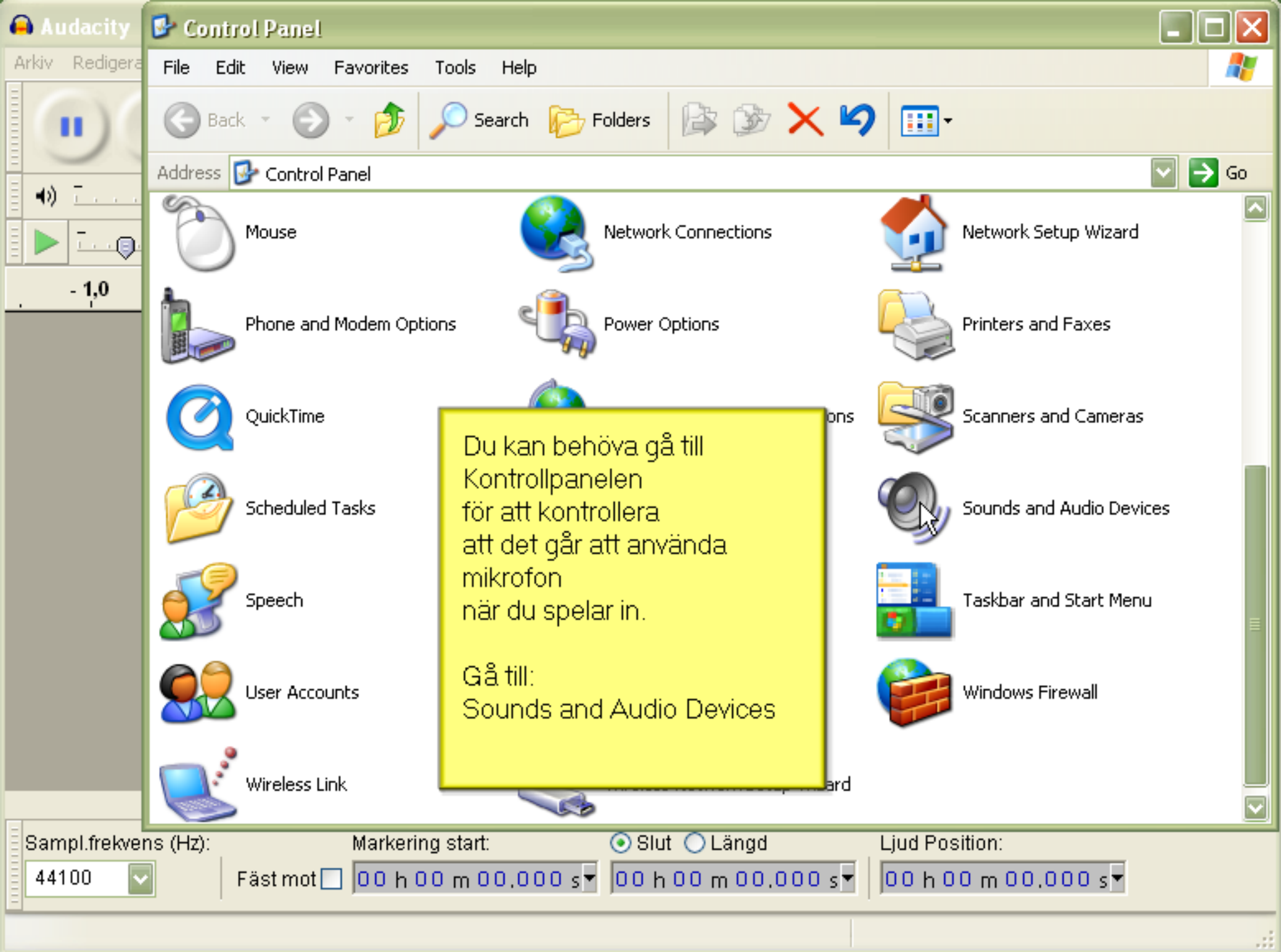


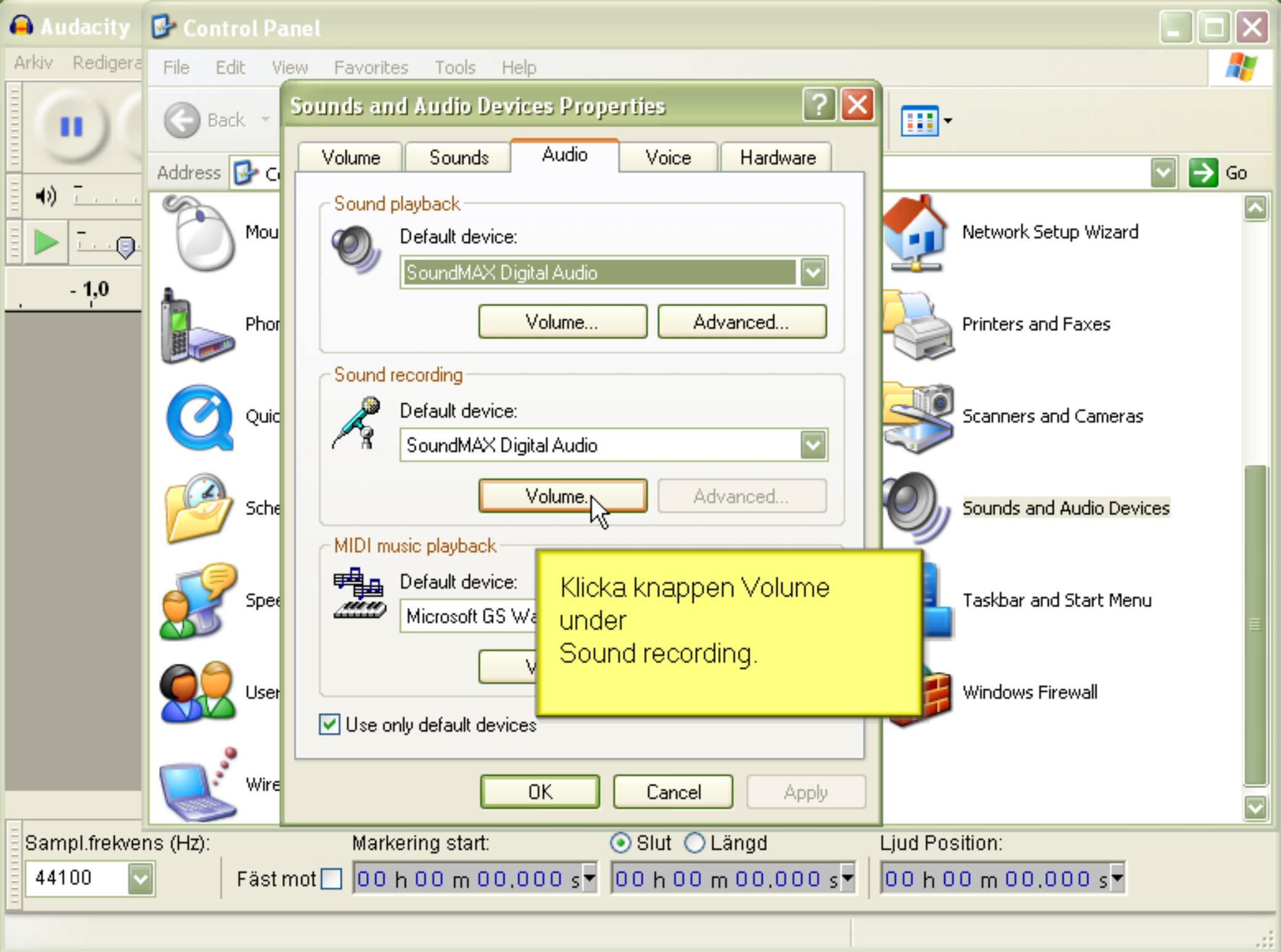
Vi gör
än 1

DYNAGR









Sounds and Audio Devices Properties

Volume Sounds **Audio** Voice Hardware

Sound playback



Default device:

SoundMAX Digital Audio

Volume...

Advanced...

Sound recording



Default device:

SoundMAX Digital Audio

Volume...

Advanced...

MIDI music playback



Default device:

Microsoft GS Wavetable Synth

Volume...

☒ Use only default devices

OK

Cancel

Apply

Klicka knappen Volume
under
Sound recording.

Sampl.frekvens (Hz):

44100

Markering start:

Fäst mot ☐

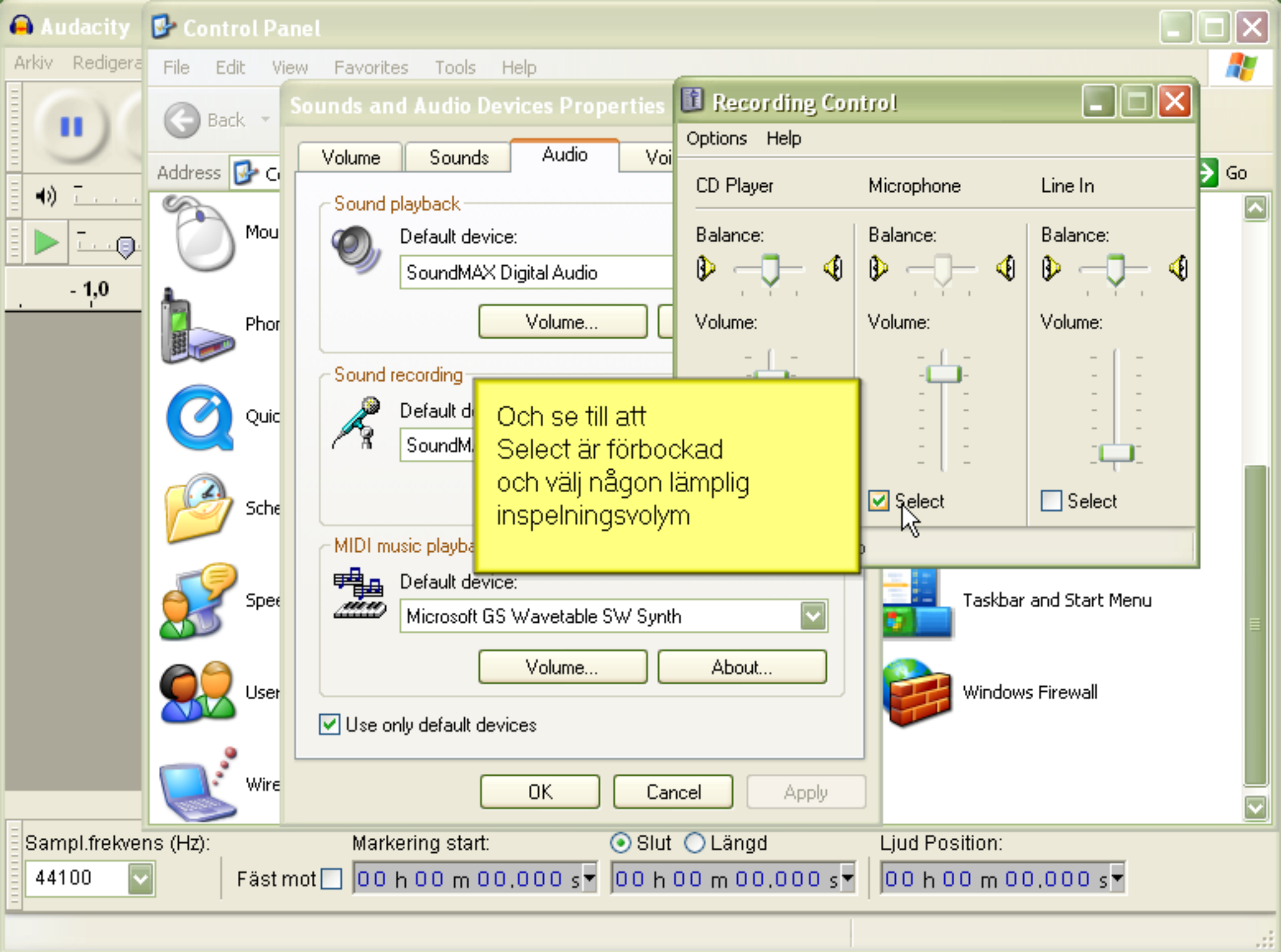
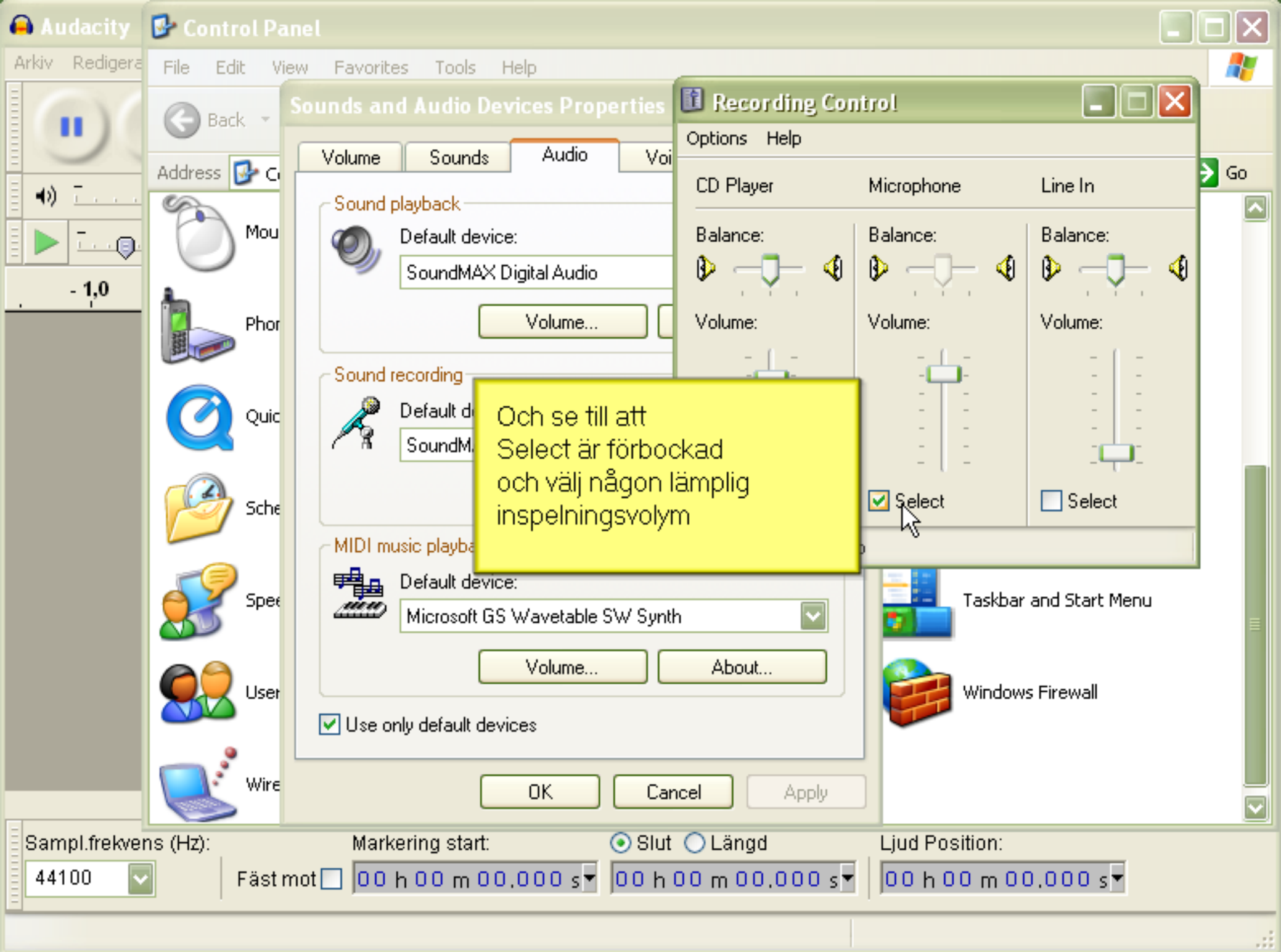
00 h 00 m 00.000 s

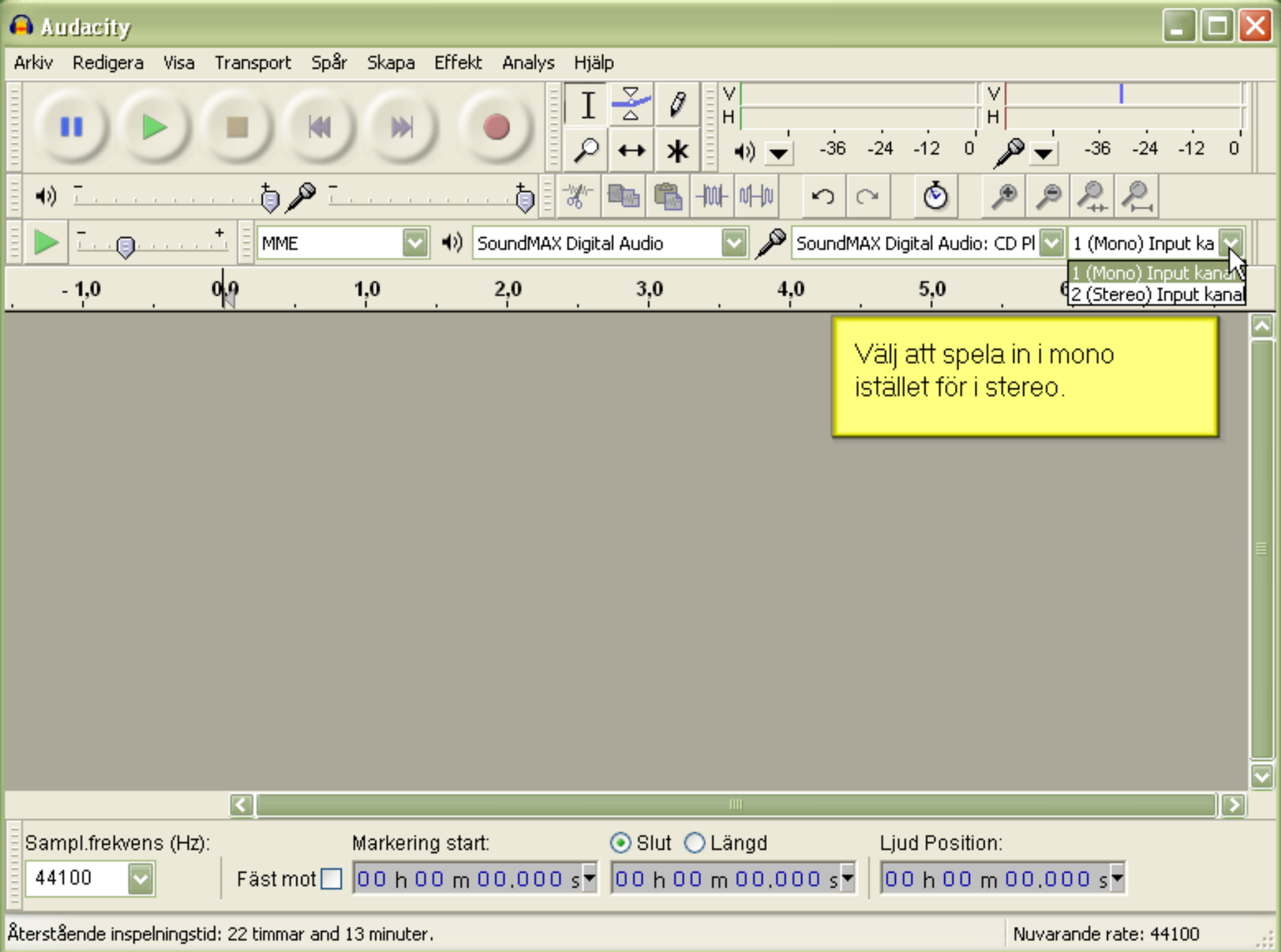
☒ Slut ☐ Längd

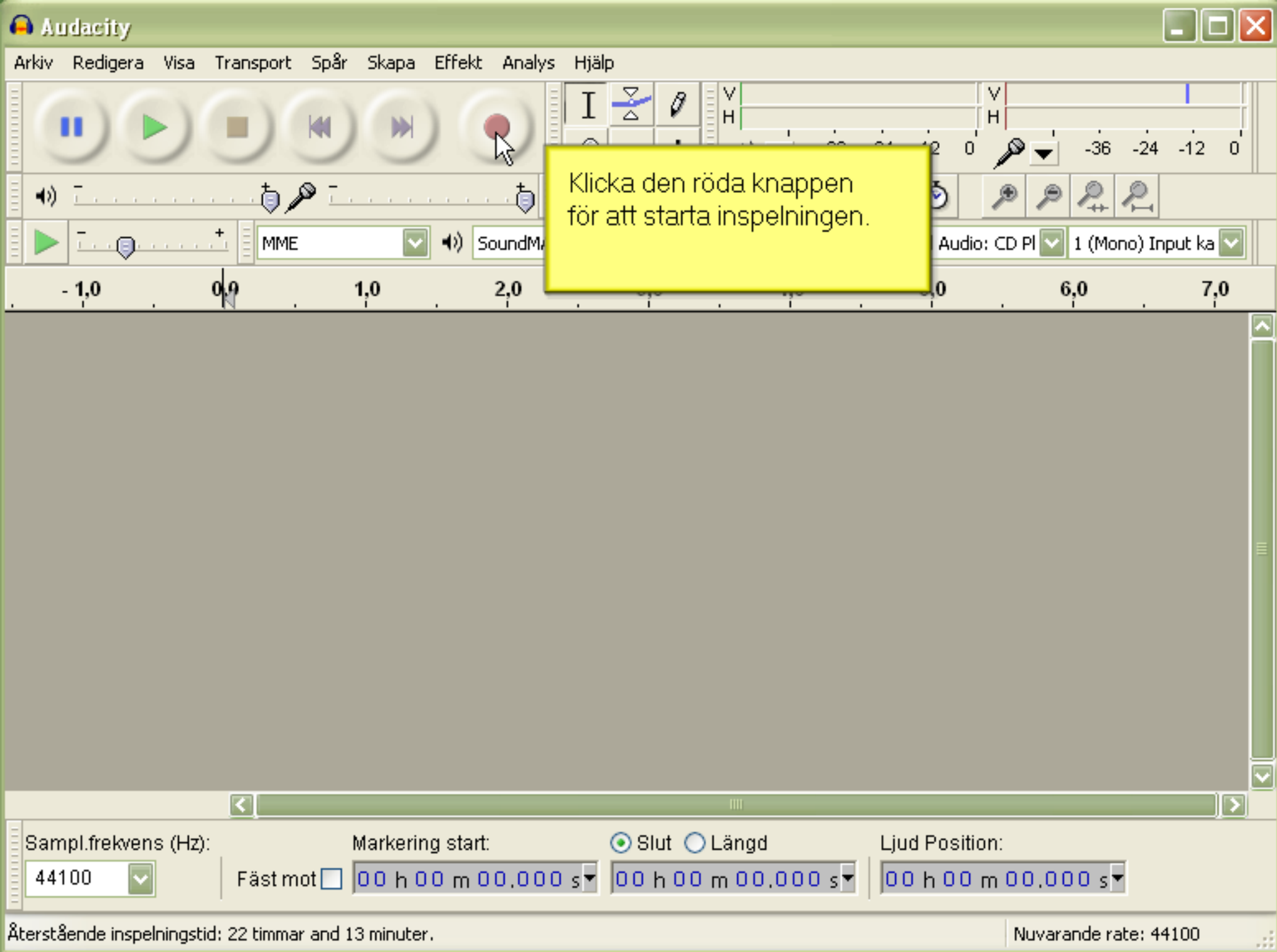
00 h 00 m 00.000 s

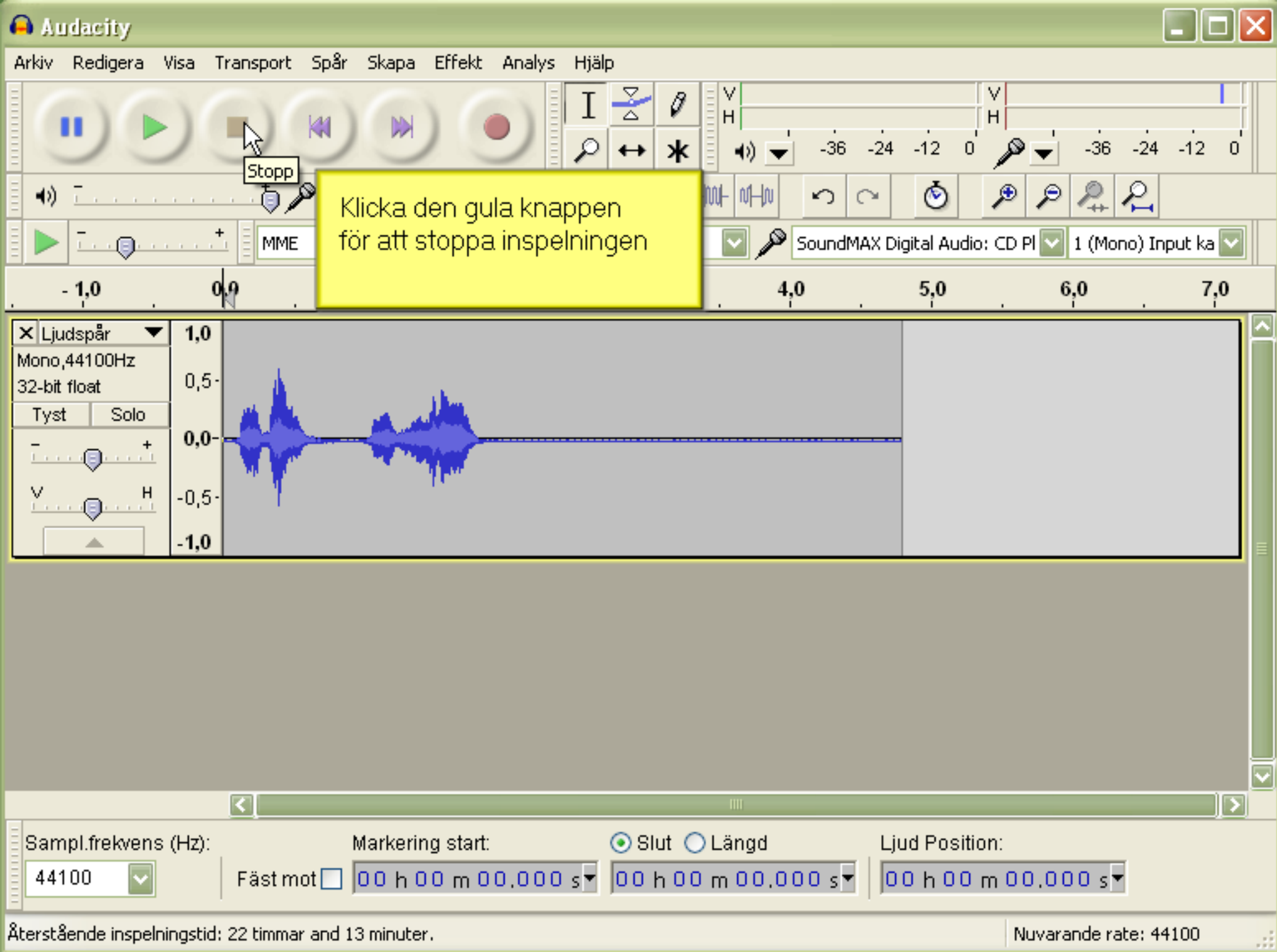
Ljud Position:

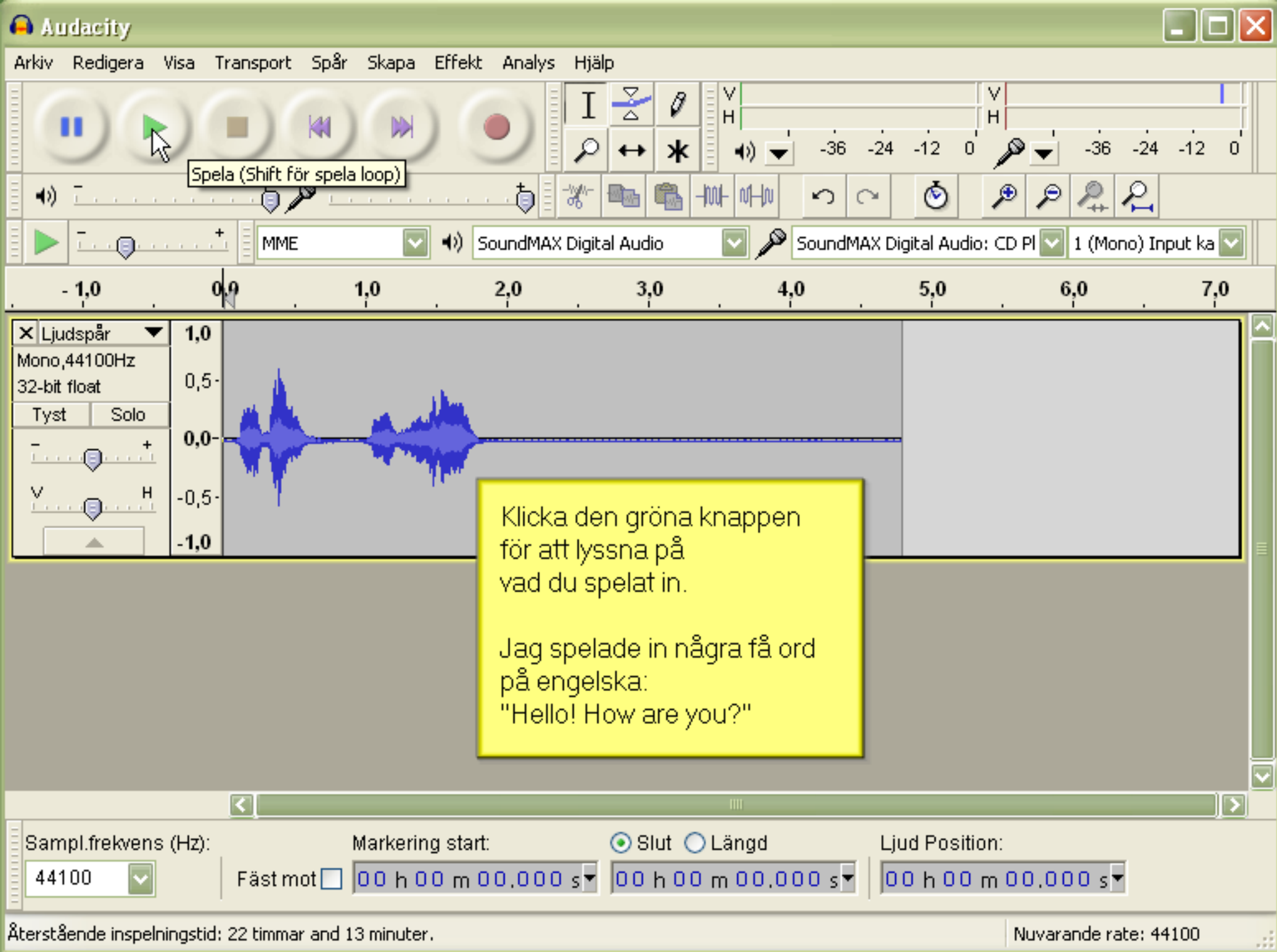
00 h 00 m 00.000 s

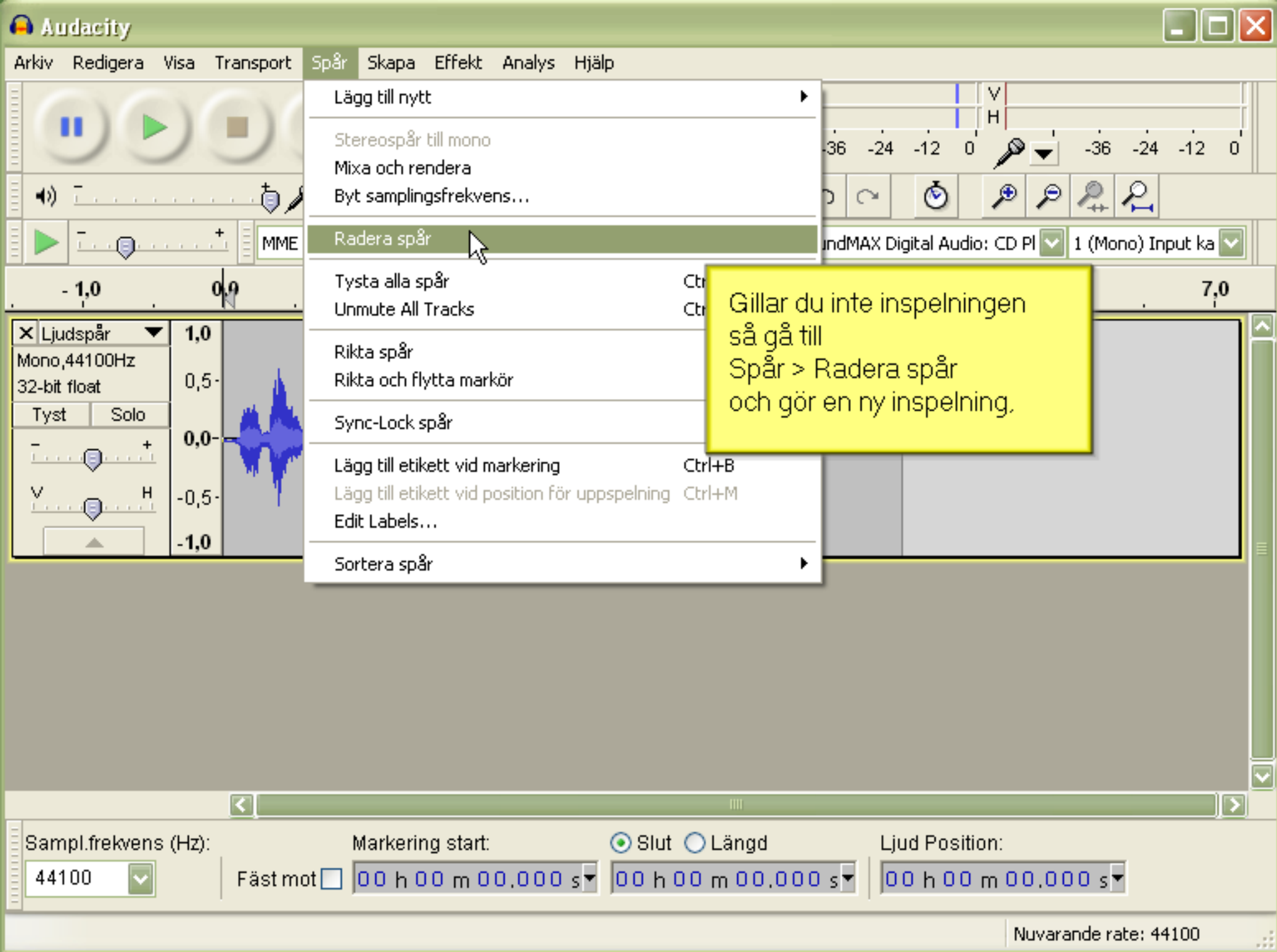


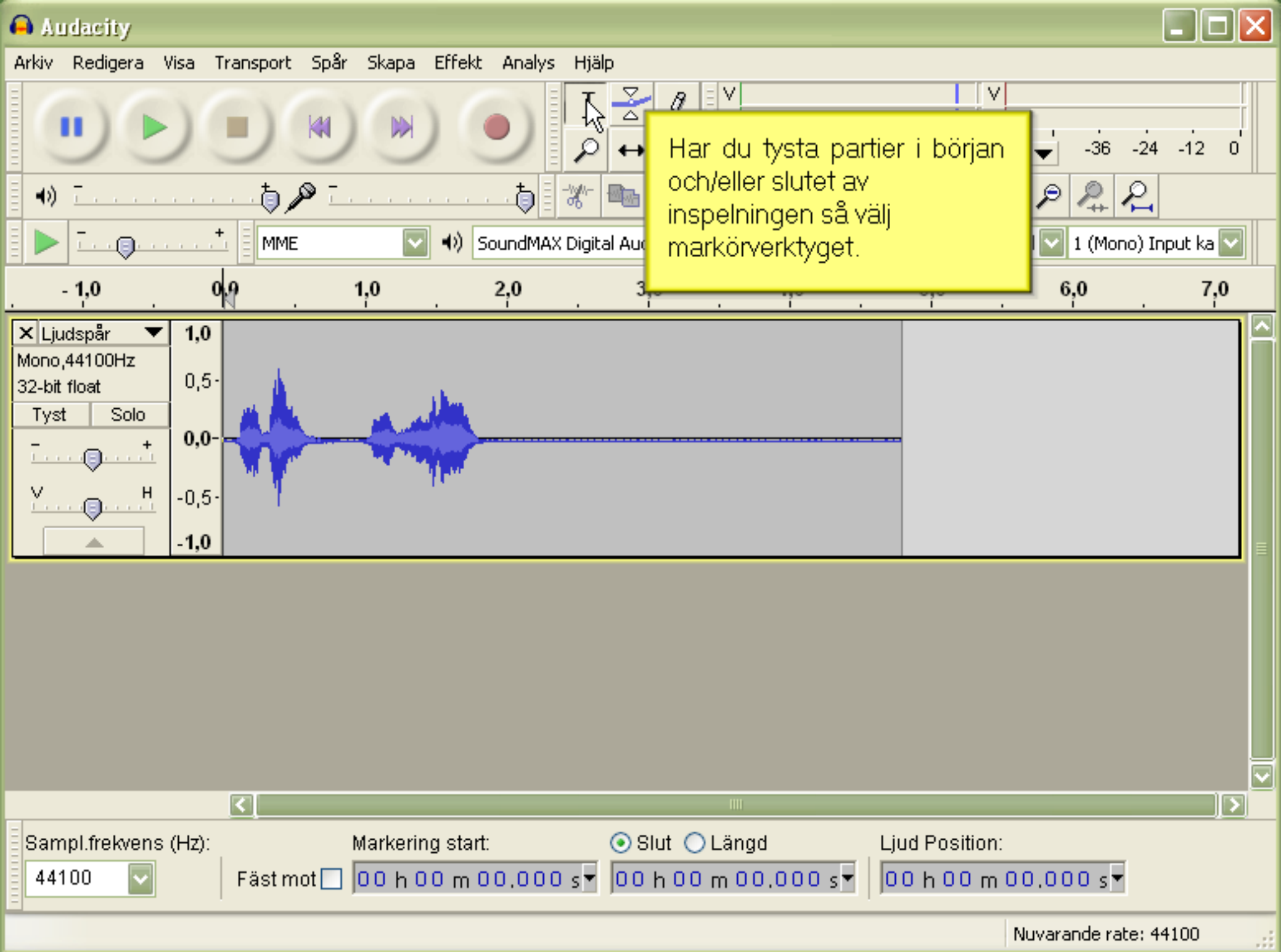


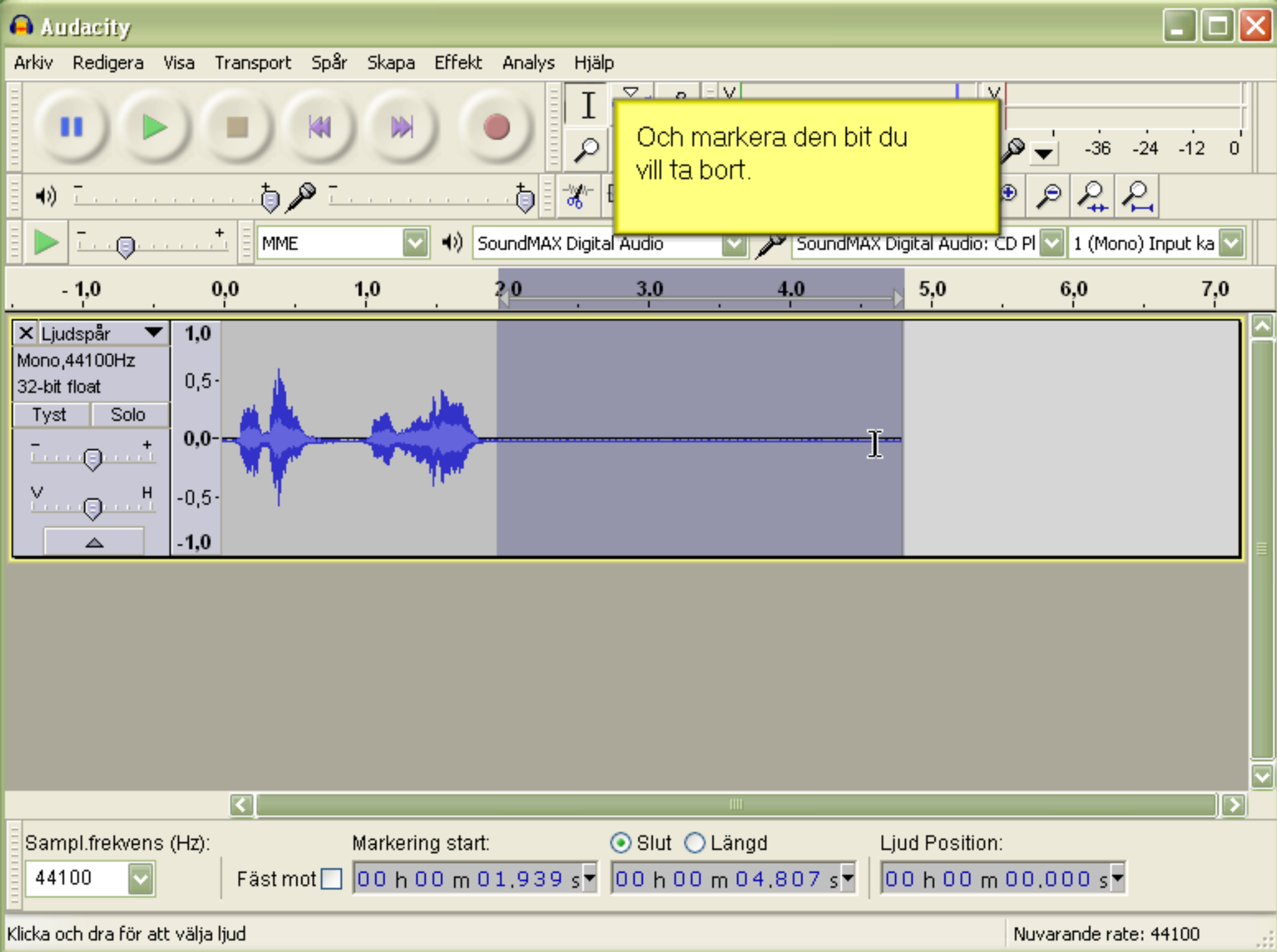


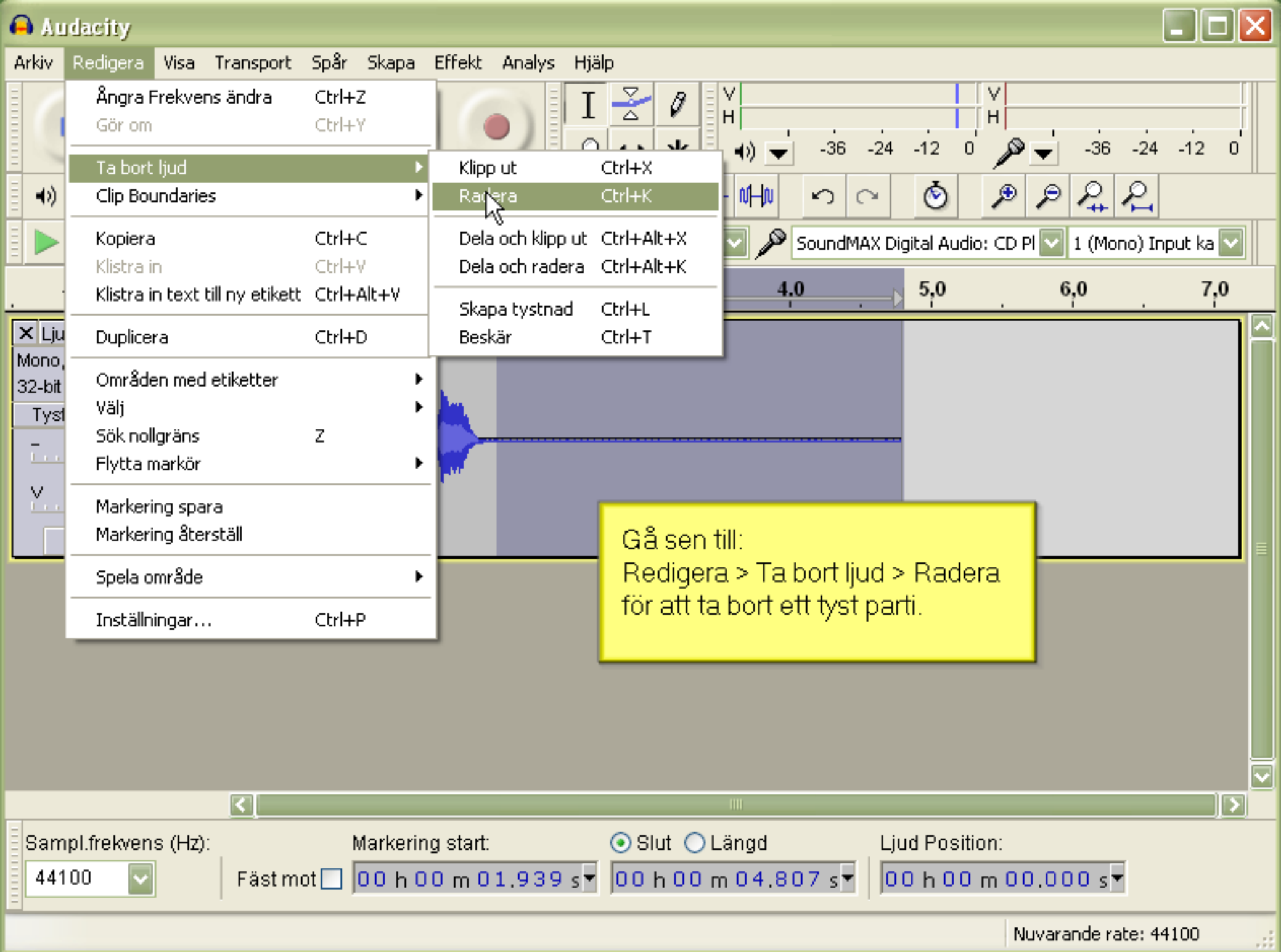
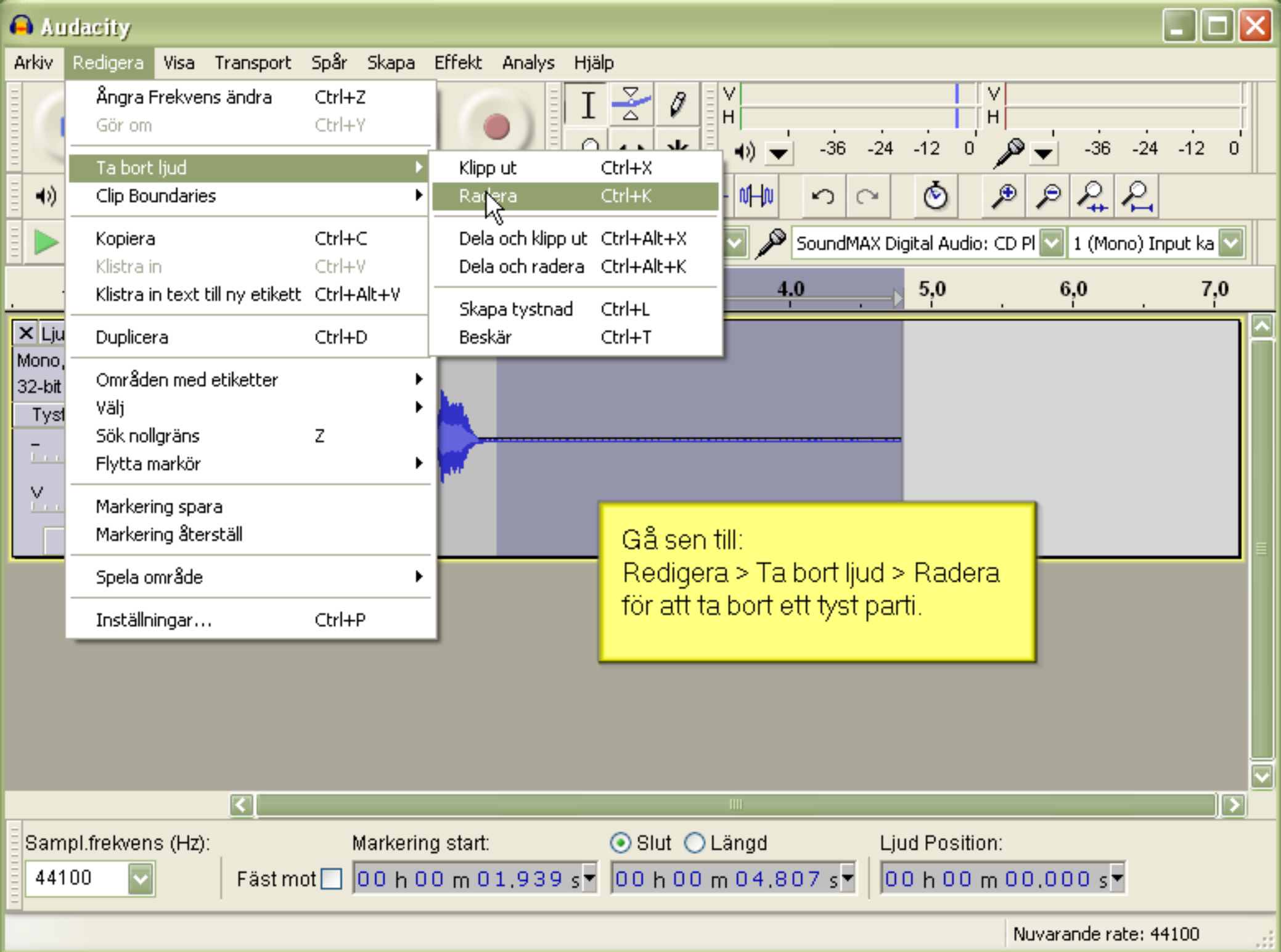


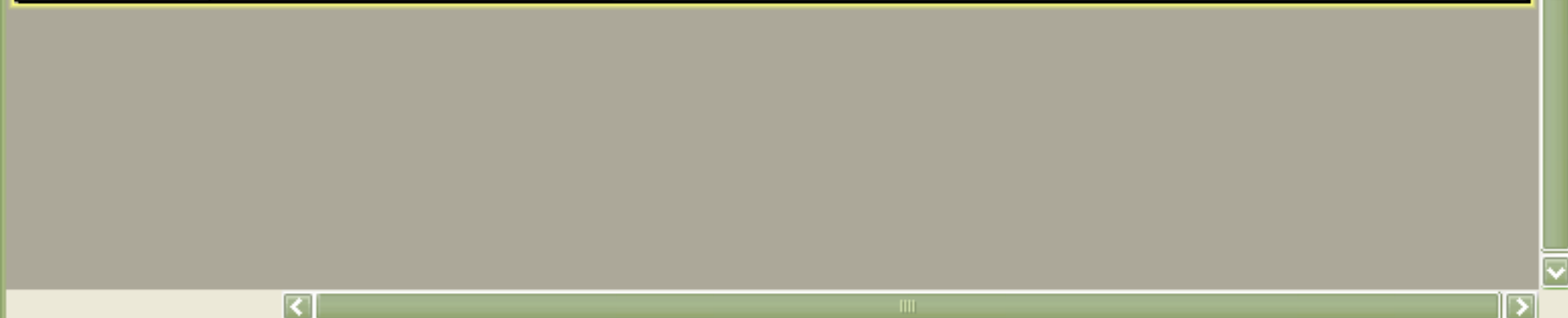
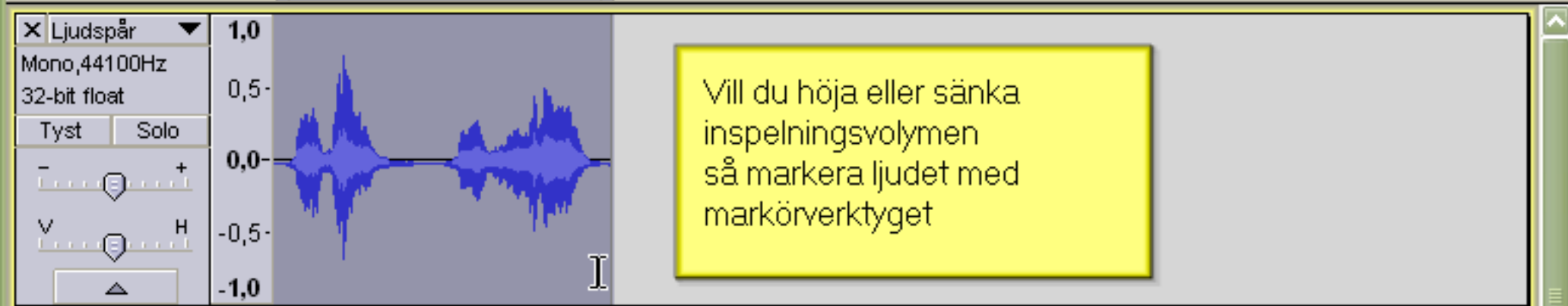
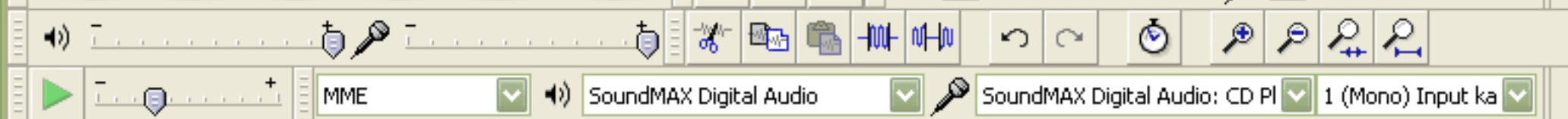
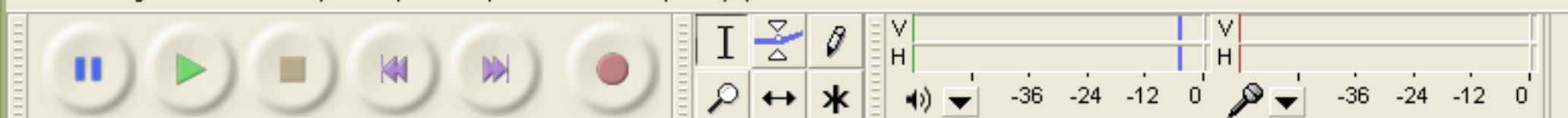












Sampl.frekvens (Hz): 44100

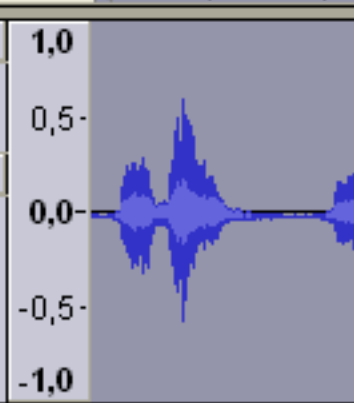
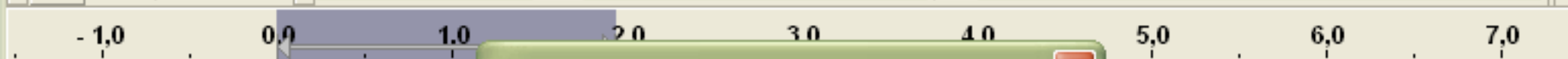
Markering start: ☐ Fäst mot ☐ Slut ☐ Längd

Ljud Position:

00 h 00 m 00.000 s 00 h 00 m 01.939 s 00 h 00 m 00.000 s



Och gå till
Effekt > Förstärkning...



Förstärkning

av Dominic Mazzoni

Förstärkning (dB): 0,2

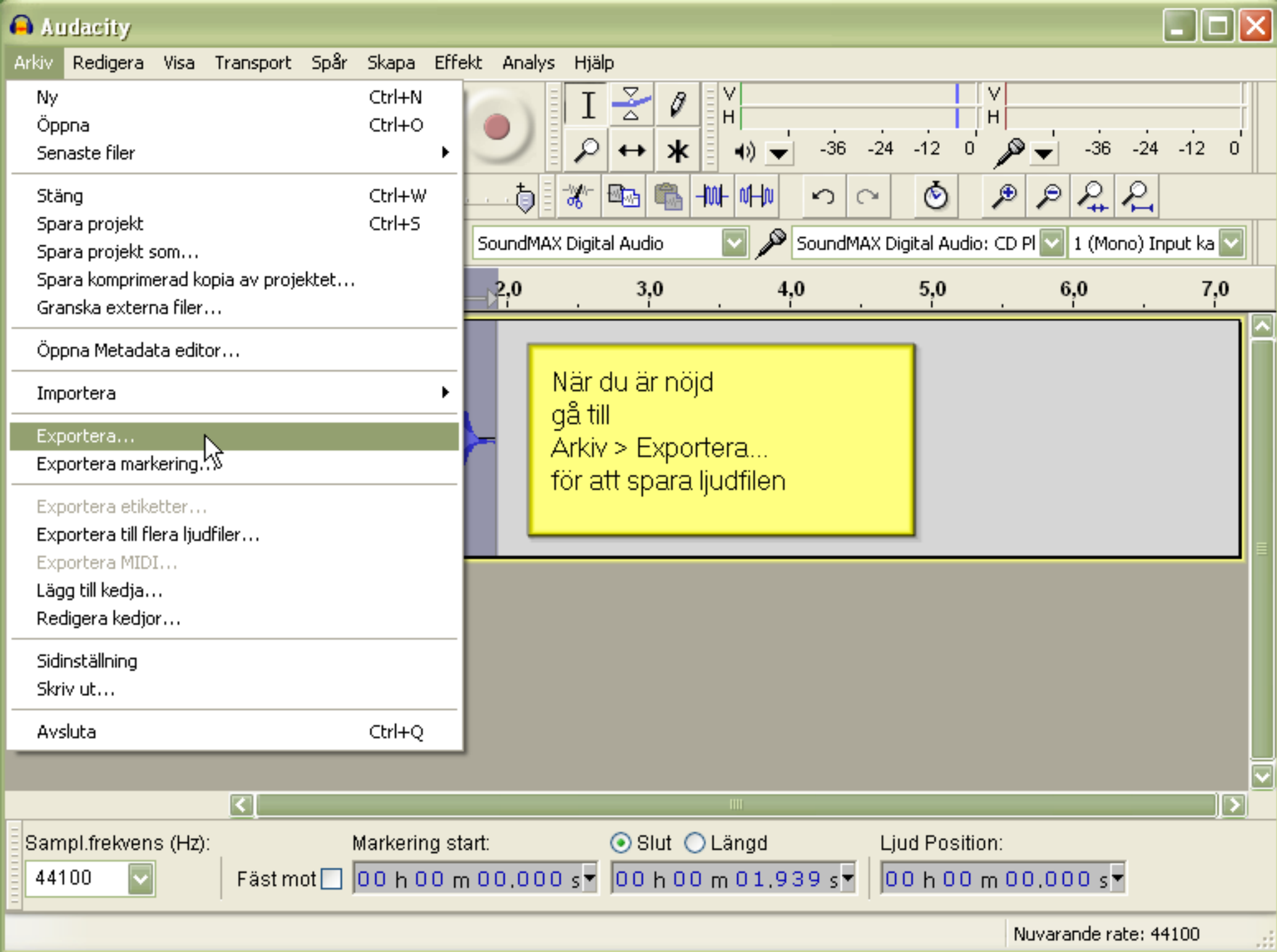
Ny peak amplitud (dB): -4,4

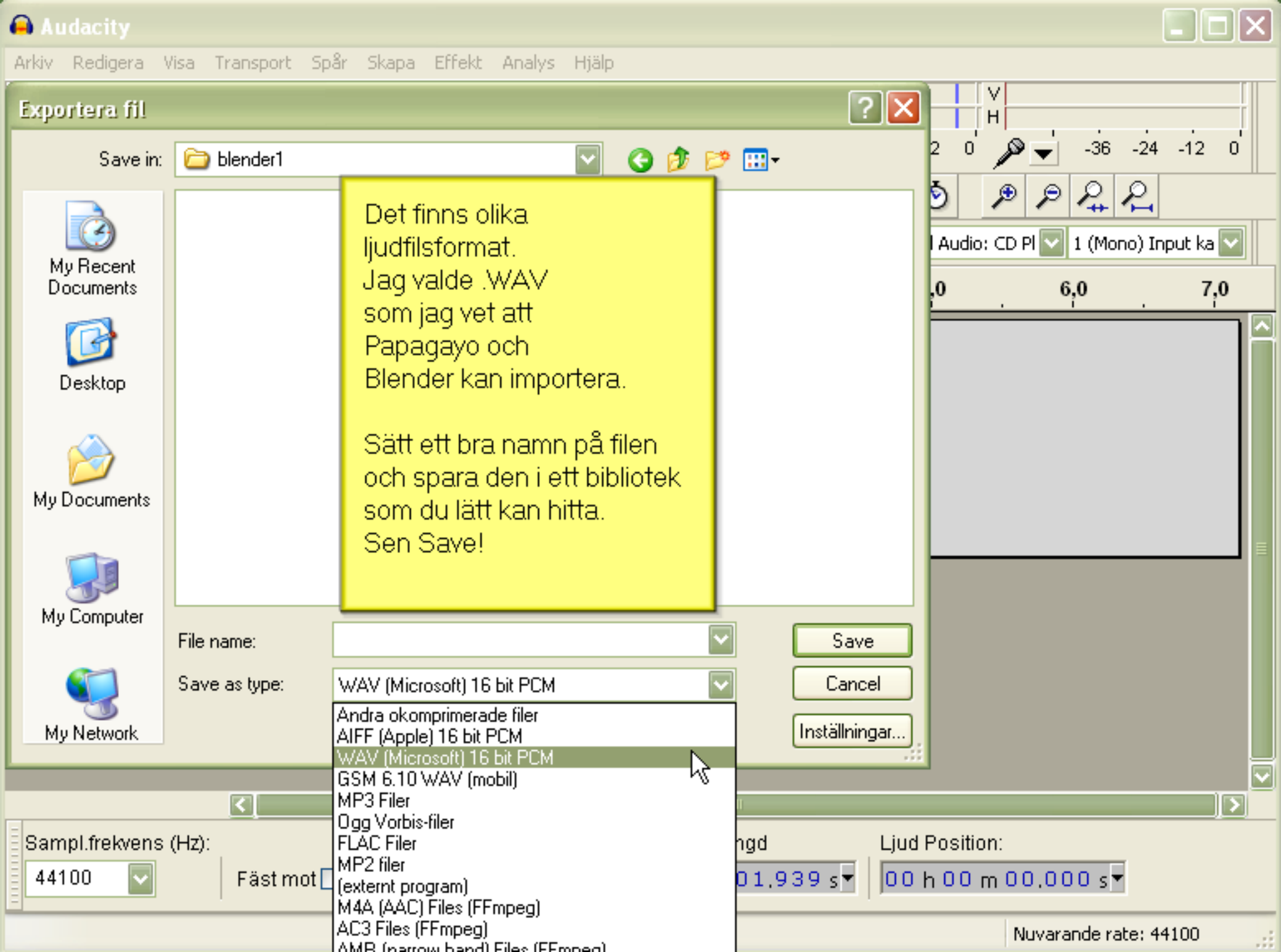
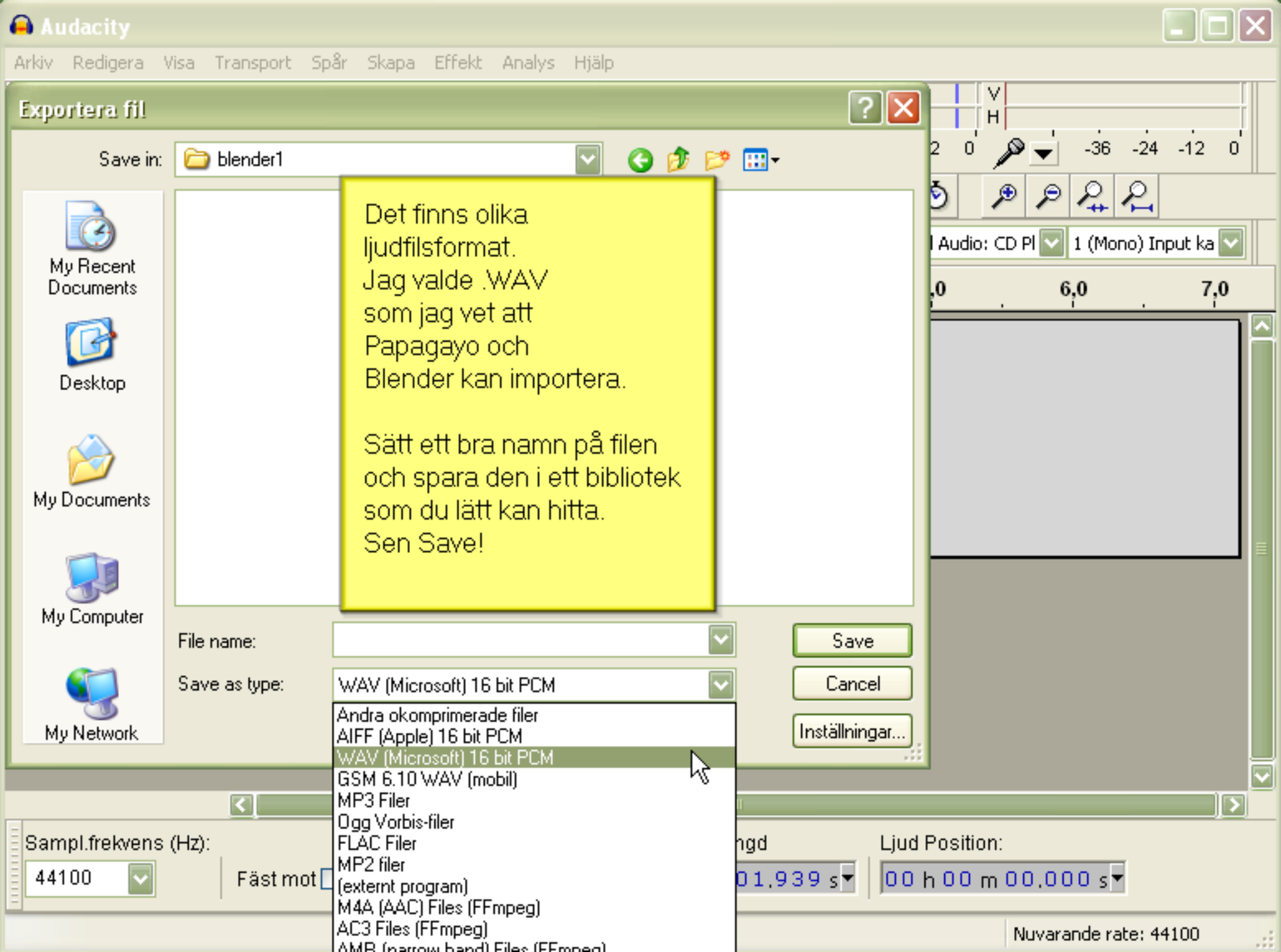
☐ Tillåt peakar

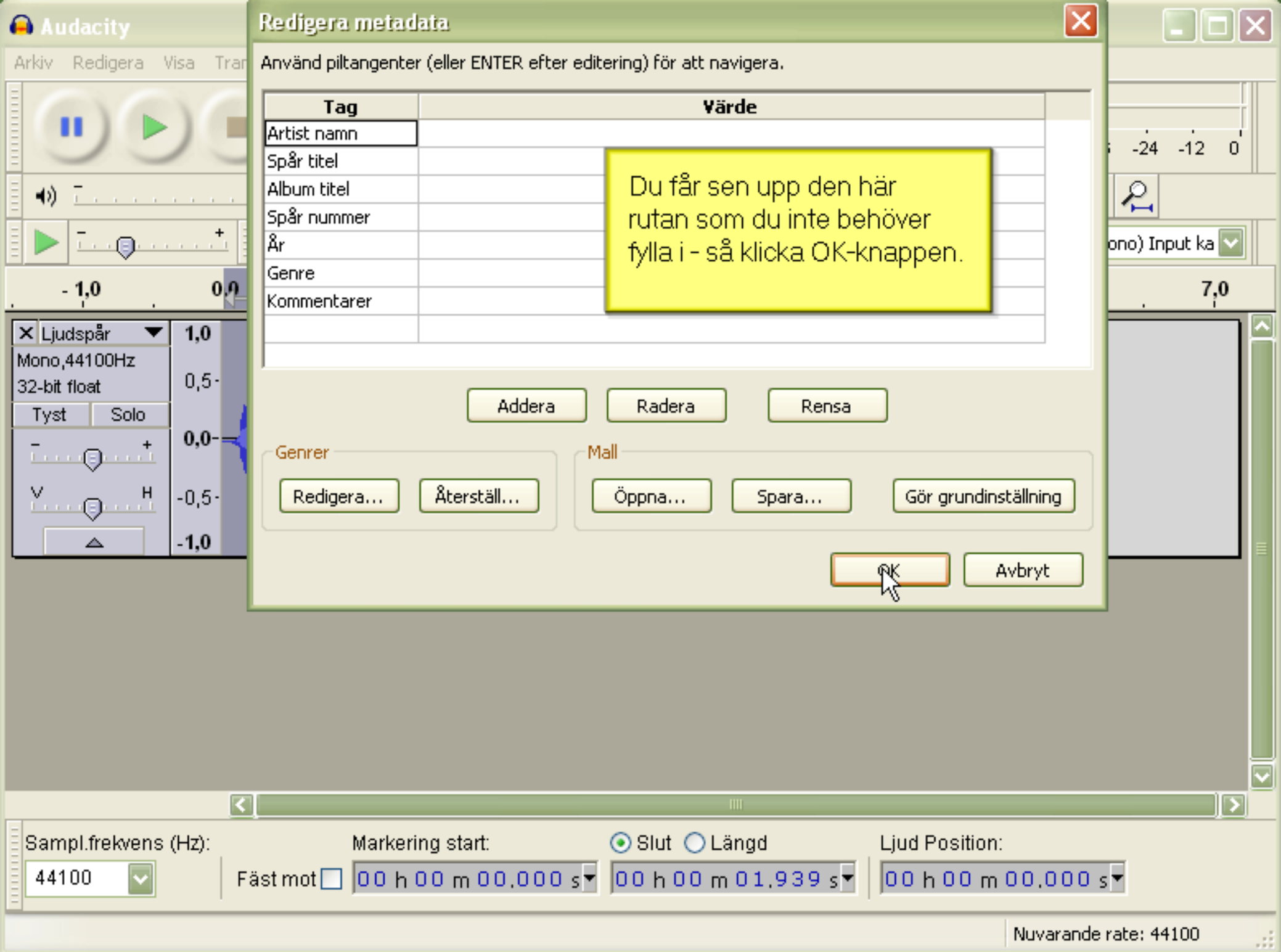
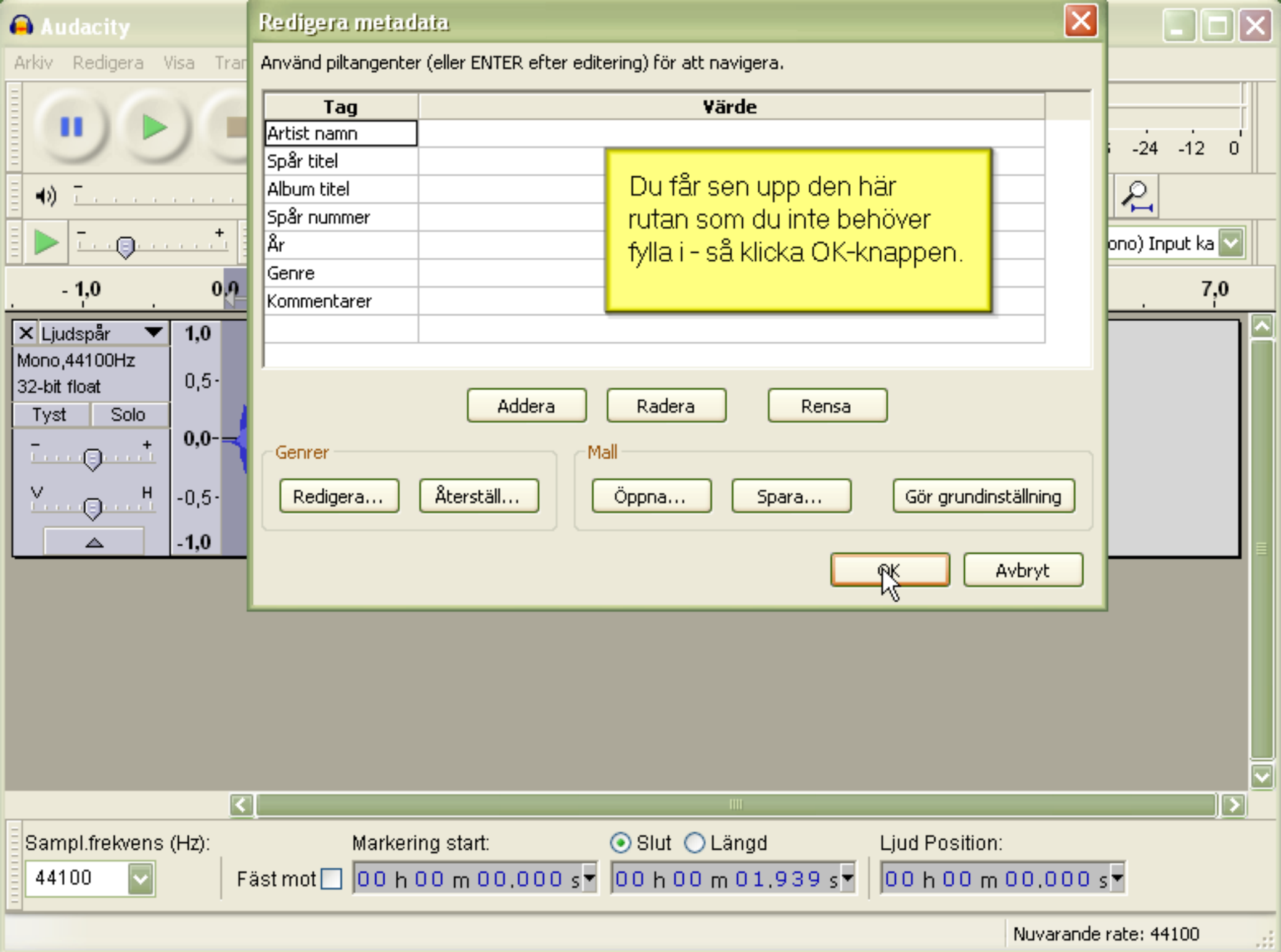
Förhandsvisa OK Avbryt

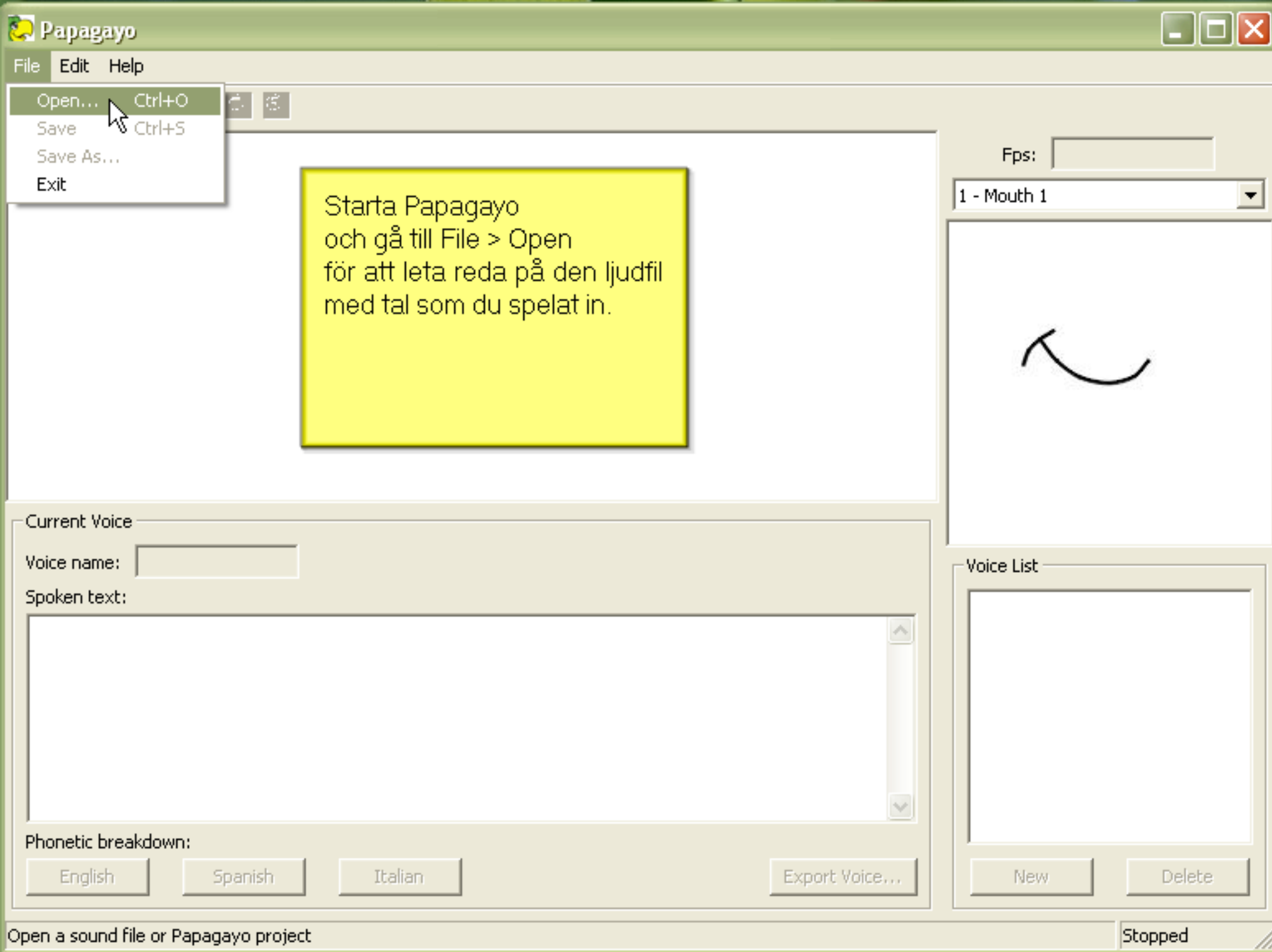
Välj
Förs
och
Se t
går u
undr

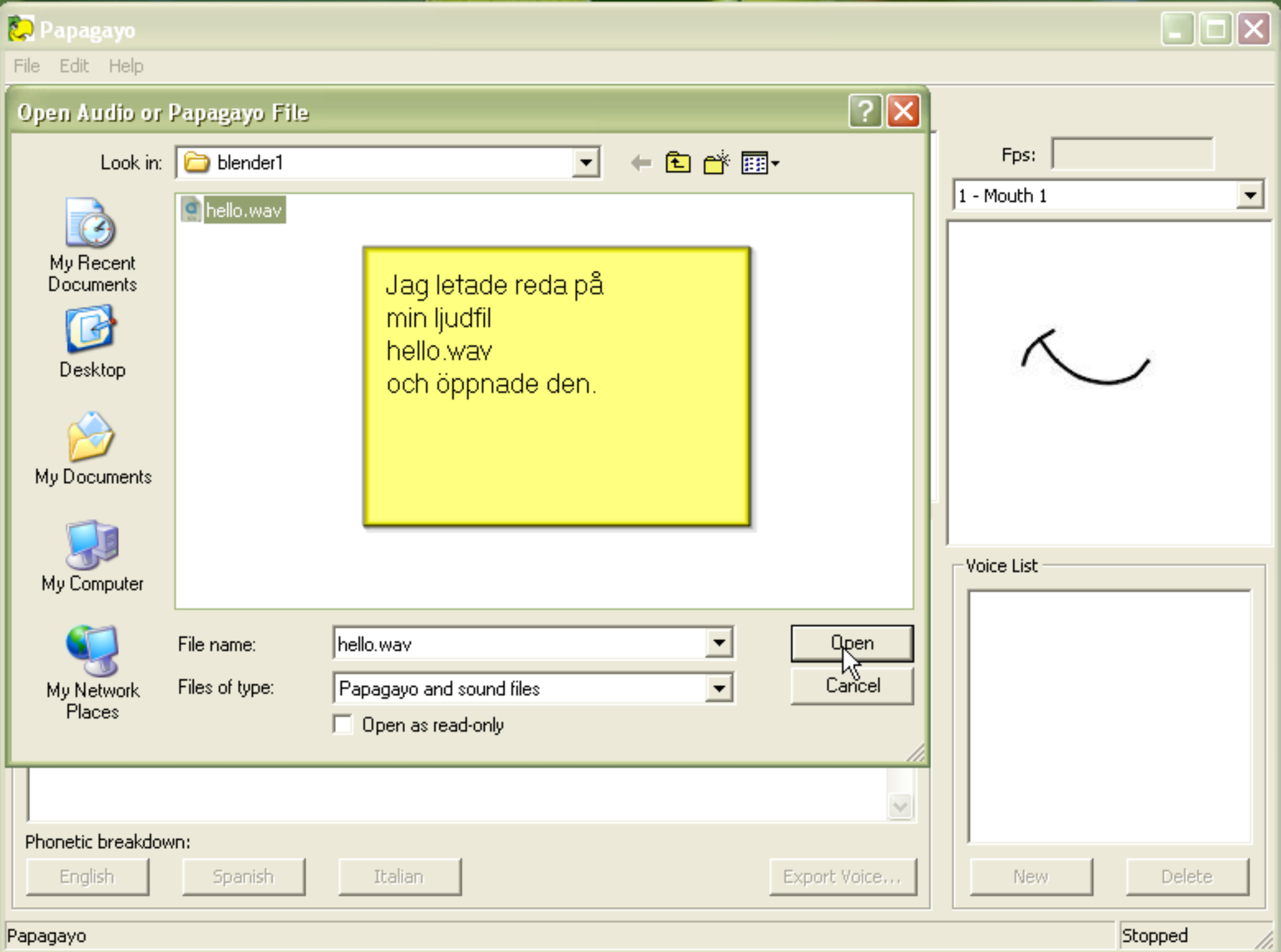
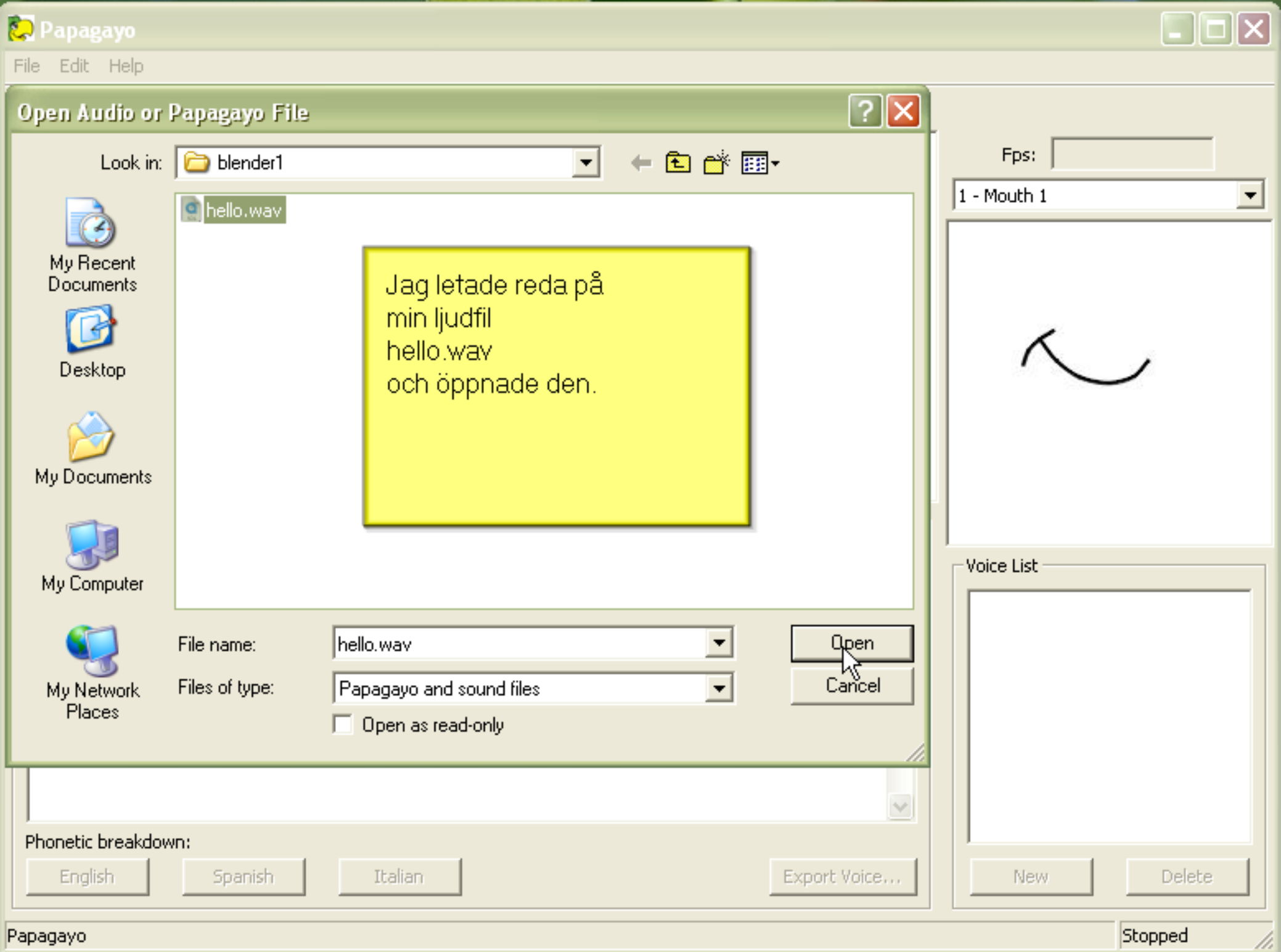
Välj något värde på Förstärkning(dB) och testa.
Se till att ljudvolymen inte går utanför den övre eller undre kanten - för då får du peakar och det låter inte bra.

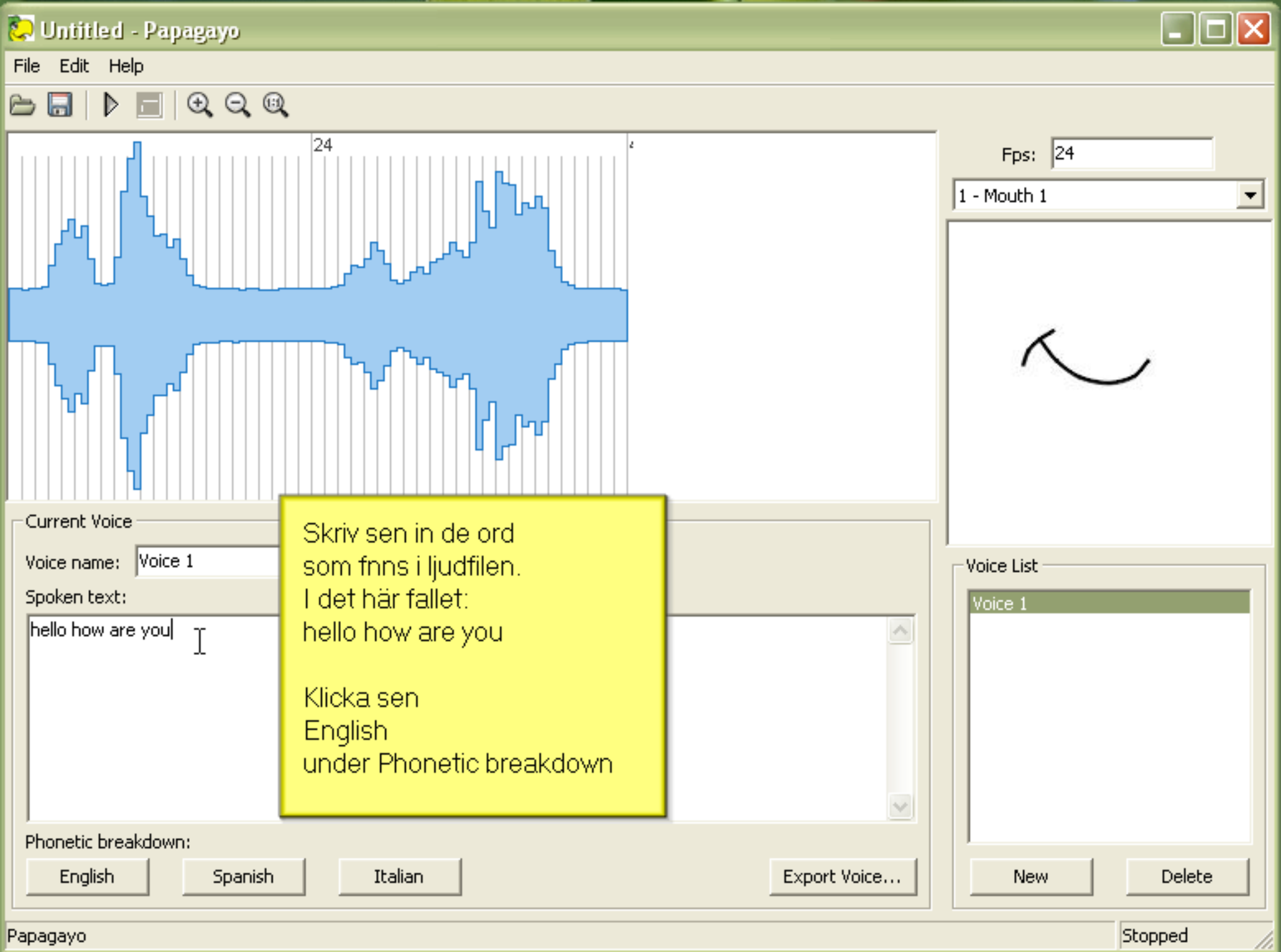
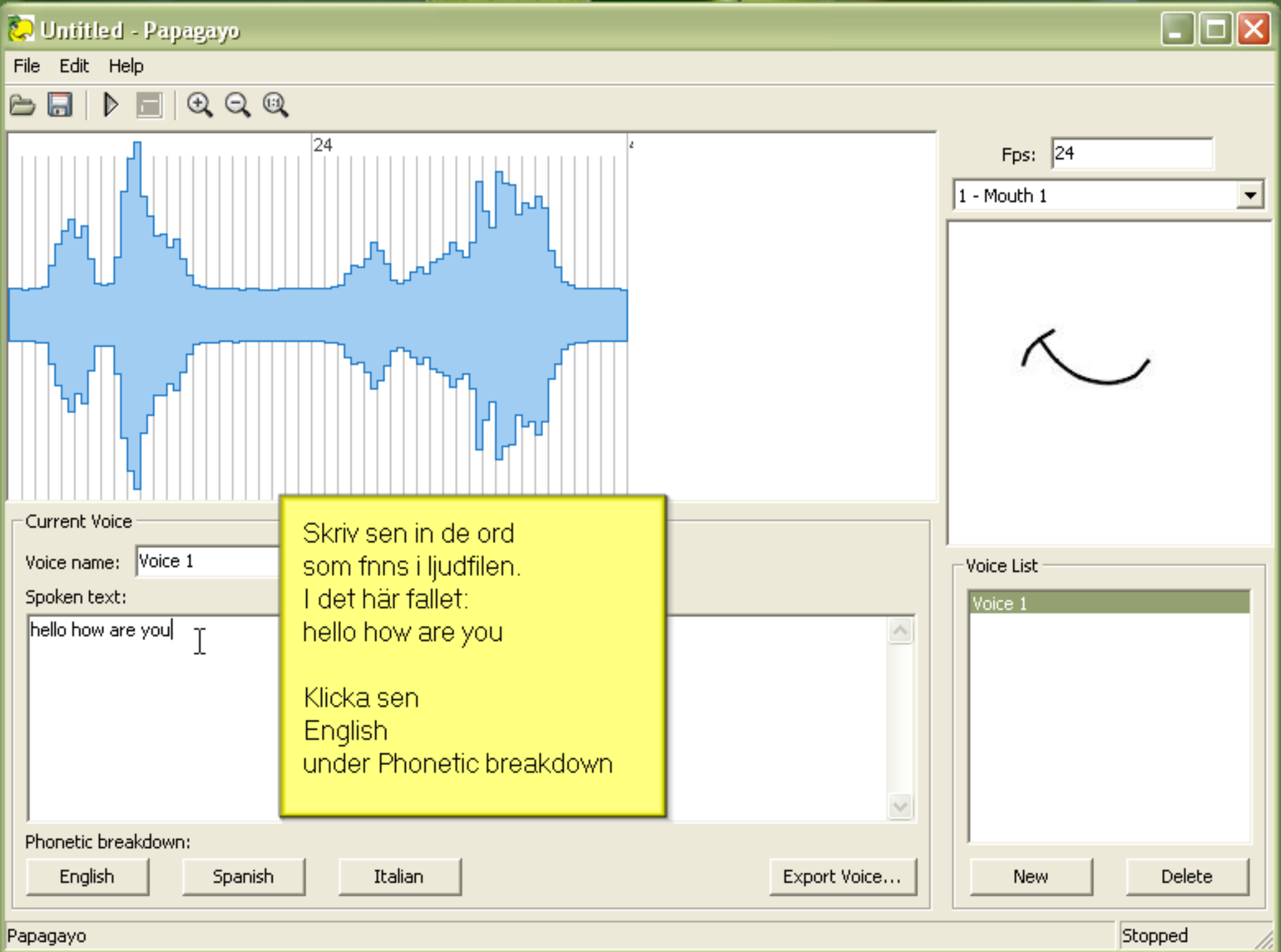












Papagayo delar upp orden i ljud som ska passa 10 olika munnar.
Nedan ser du de 10 munnarna och vilka ljud som hör till munnarna.



AI



E



L



FV



etc



O



U



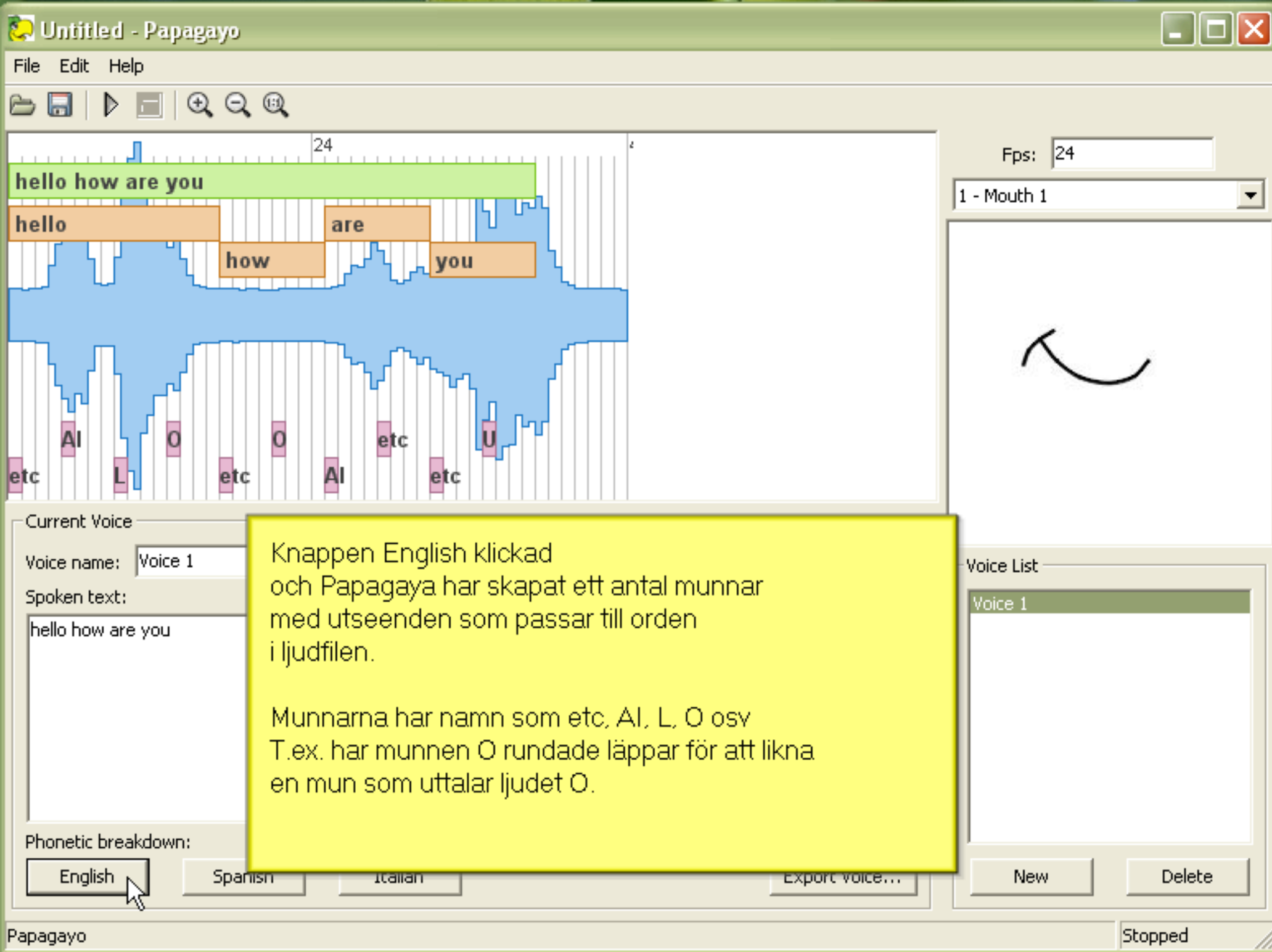
WQ



MBP

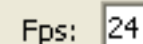


rest



Knappen English klickad
och Papagaya har skapat ett antal munnar
med utseenden som passar till orden
i ljudfilen.

Munnarna har namn som etc, Al, L, O osv
T.ex. har munnen O rundade läppar för att likna
en mun som uttalar ljudet O.



1 - Mouth 1



Voice name: Voice 1

Spoken text:

hello how are you

Du kan lyssna till ljudfilen genom att dra i en röd linje. Som du märker så stämmer inte riktigt munarnas placering till ljuden i ljudfilen.

Phonetic breakdown:

English

Spanish

Italian

Export Voice...

[Voice List](#)

Voice 1








New

Delete

Stopped

Untitled - Papagayo

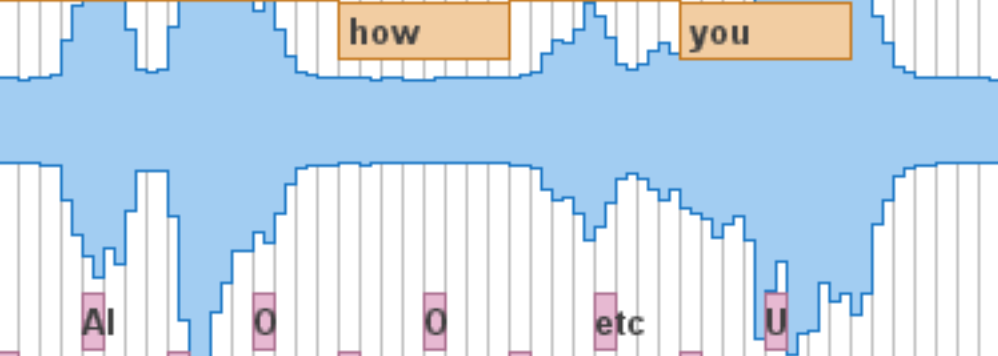
File Edit Help



Du kan spela upp ljudfilen och se hur munnarna växlar utseende

hello how are you

hello are how you




etc Al O O etc U

etc L etc Al etc

Fps: 24

1 - Mouth 1



Voice List

Voice 1

New

Delete

Current Voice

Voice name: Voice 1

Spoken text:
hello how are you

Phonetic breakdown:

English

Spanish

Italian

Export Voice...

Play the sound clip

Stopped

Untitled - Papagayo

File Edit Help

24

hello how are you

hello

are

how

you

etc

Al

O

etc


Al

etc

U

Fps: 24

1 - Mouth 1



Current Voice

Voice name: Voice 1

Spoken text:
hello how are you

Du behöver se till att
munnarna passar till ljuden
så flytta tex i O:et så att det
stämmer med ljudet O i hello.

English

Spanish

Italian

Export Voice...

Voice List

Voice 1

New

Delete

Stopped

Untitled - Papagayo

File Edit Help

24

hello how are you

hello

are

how

you

etc

Al

O

etc


Al

etc

U

Fps: 24

1 - Mouth 1



Current Voice

Voice name: Voice 1

Spoken text:

hello how are you

Phonetic breakdown:

English Spanish Italian

Export Voice...

Voice List

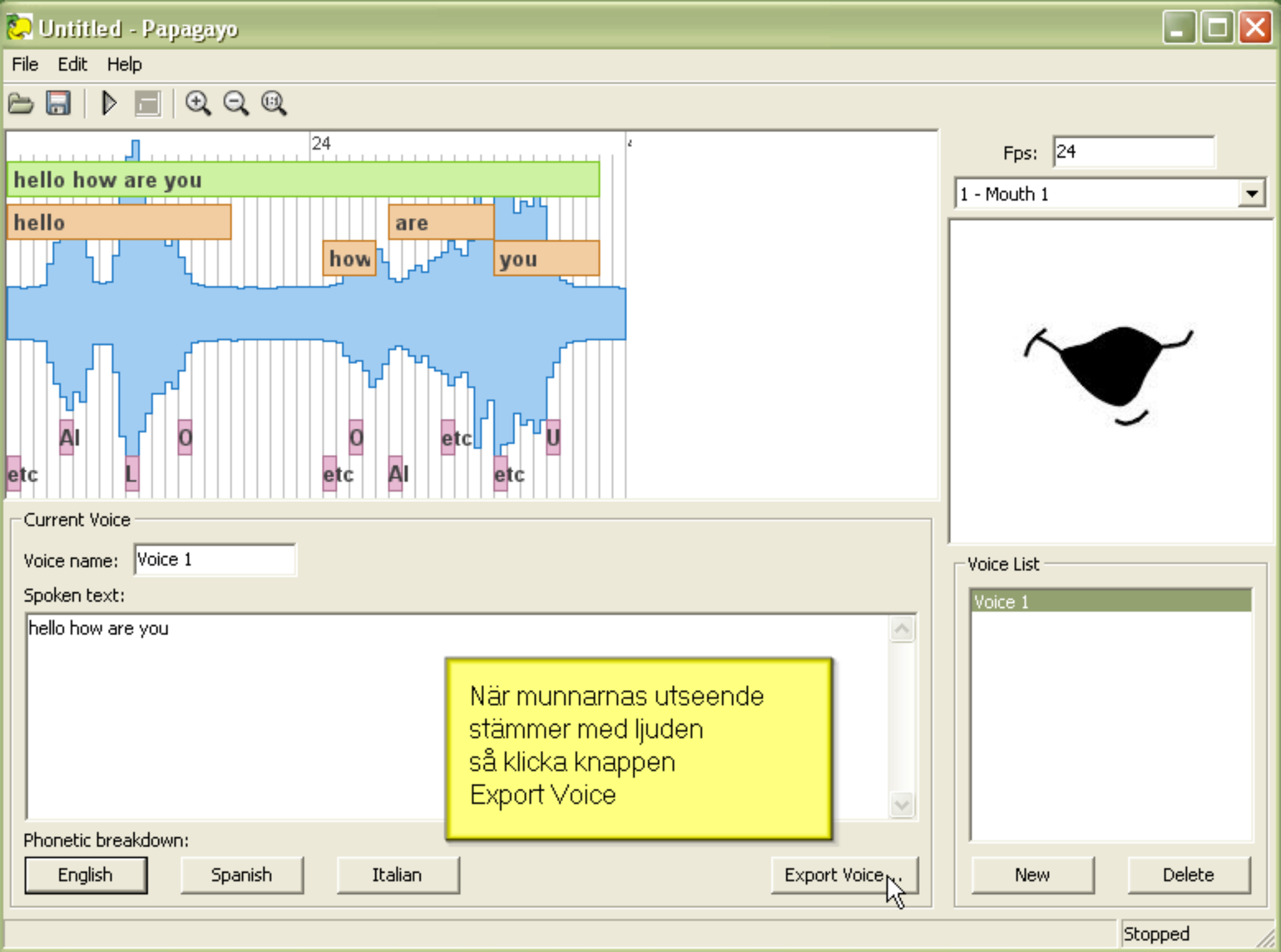
Voice 1

New Delete

Stopped

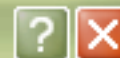
Och du behöver flytta de rosa orden, förlänga eller förkorta orden.

Och den gröna meningens kanske du också behöver flytta, förlänga eller förkorta.





Export Lipsync Data



Save in: blender1



My Recent Documents



Desktop



My Documents



My Computer



My Network Places

Spara som
en .dat-fil
med något lämpligt namn.

File name:

hello

Save as type:

Moho switch files (*.dat)

Save

Cancel

Phonetic breakdown:

English

Spanish

Italian

Export Voice...

Fps: 24

1 - Mouth 1



Voice List

Voice 1

New

Delete

Stopped

Untitled - Papagayo

File Edit Help

24

2

hello how are you

hello

are

how

you

etc

AI

O

L

etc

AI

etc

U

Fps: 24

1 - Mouth 1

Du kan öppna .dat-filen med Notepad som du ser så talar den om på vilken ruta som en viss mun ska visas i en film som spelas upp med 24 rutor per sekund eller på engelska 24 fps(frames per second)

Current Voice

Voice name: Voice 1

Spoken text:
hello how are you

Phonetic breakdown:
English Spanish

hello.dat - Notepad

File Edit Format View Help

Mohoswitch1
1 etc
5 AI
10 L
14 O
18 rest
24 rest
25 etc
27 O
29 rest
29 rest
30 AI
34 etc
42 U

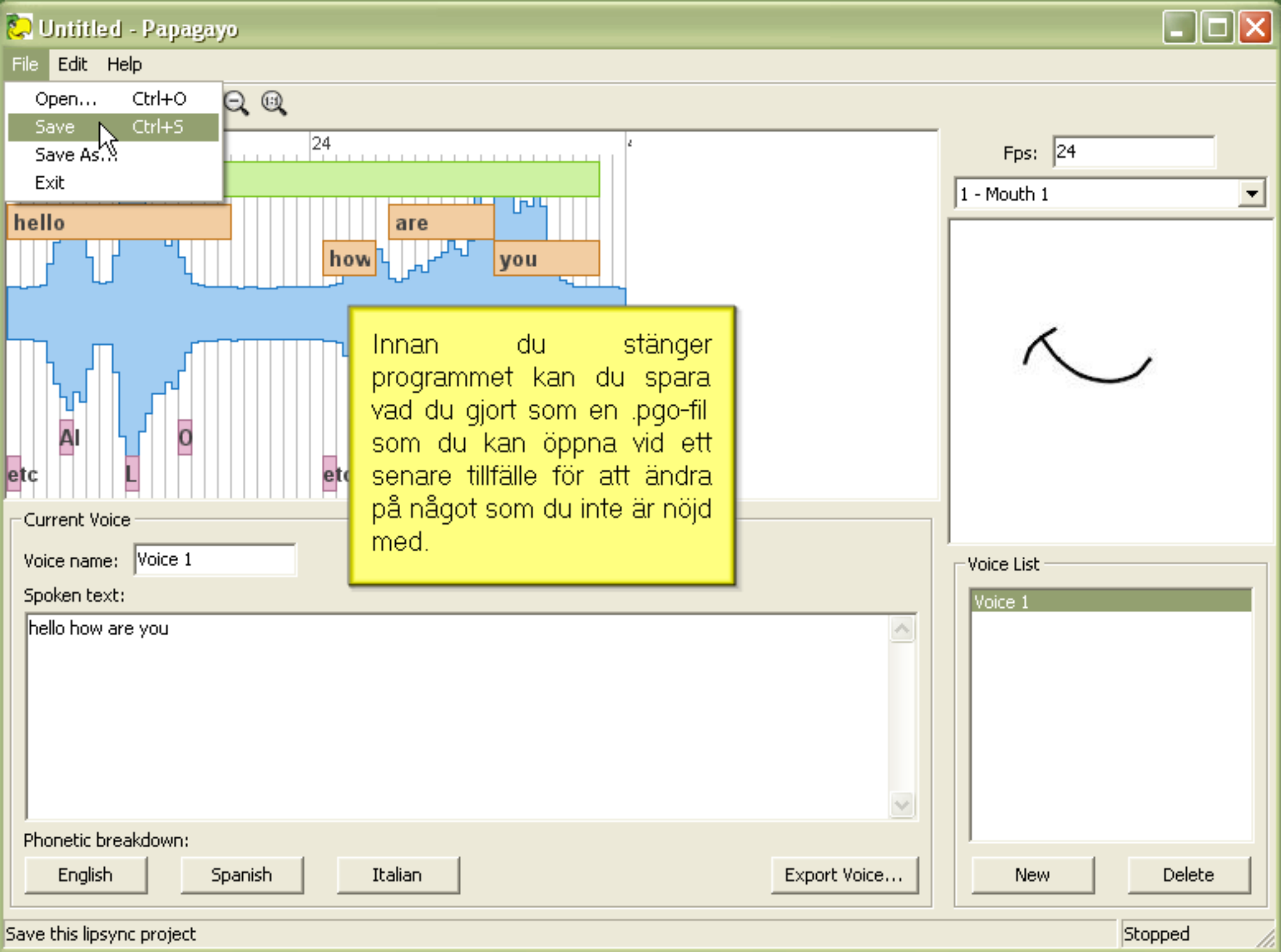
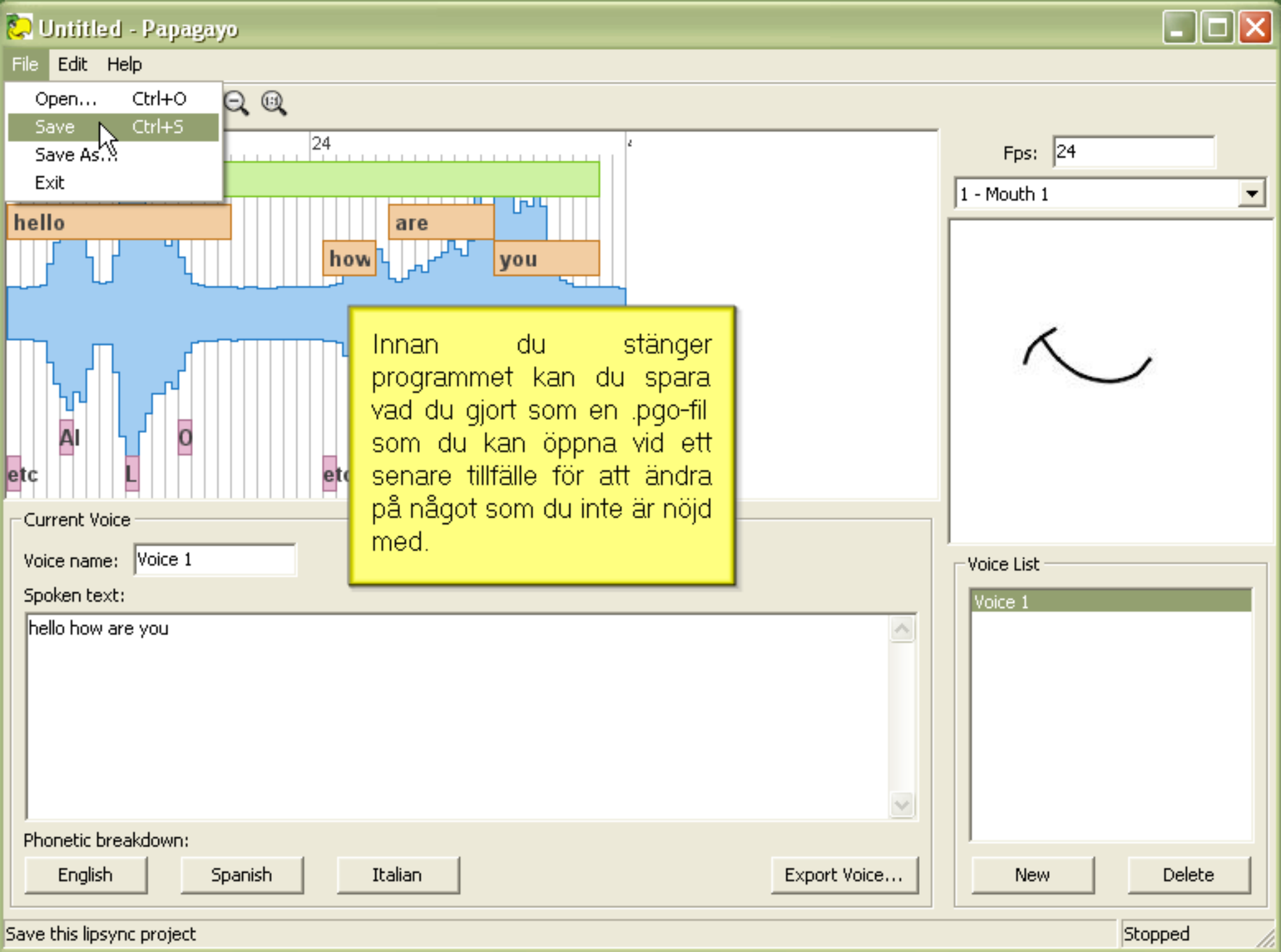
Export Voice...

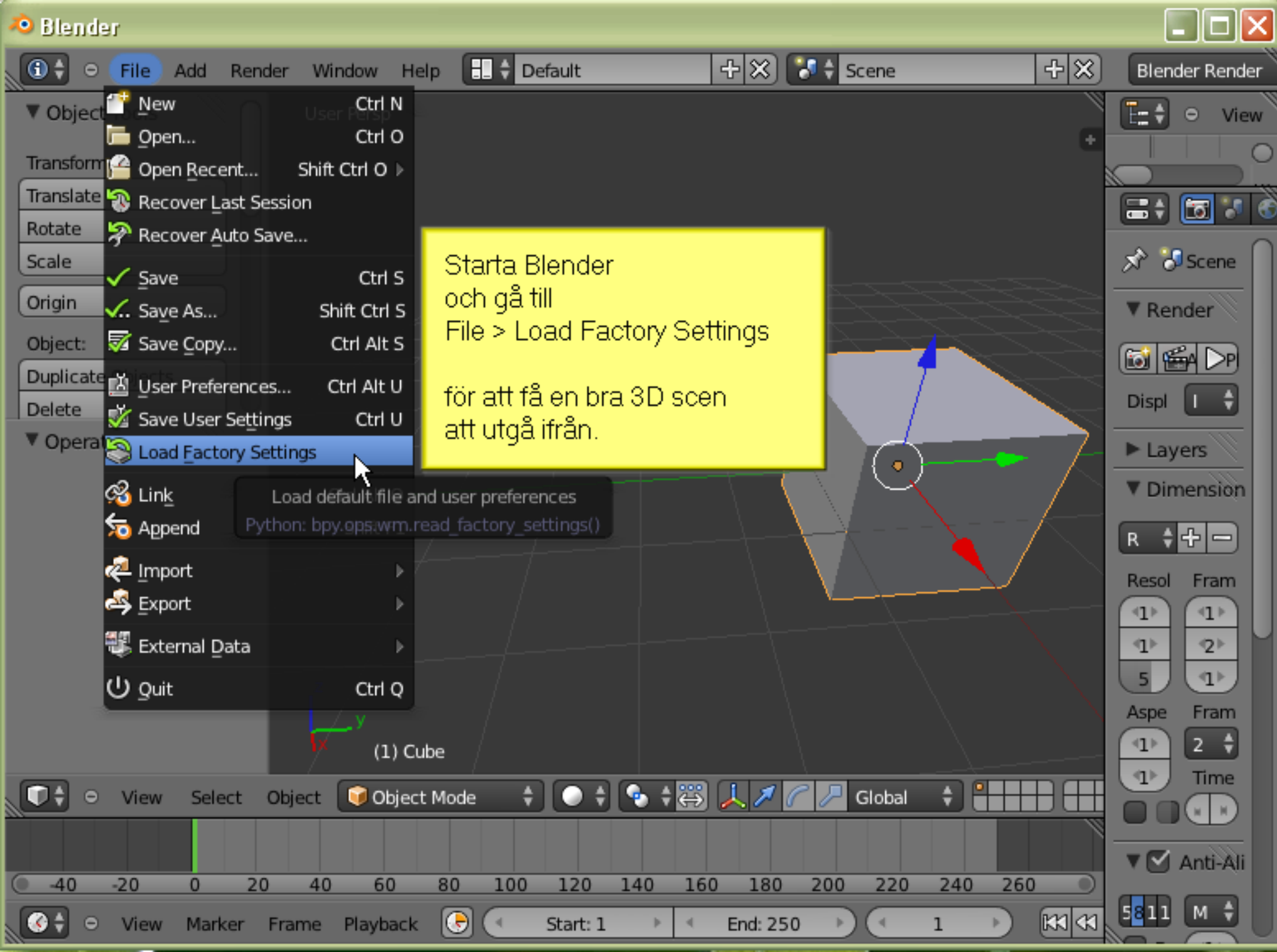
Voice List

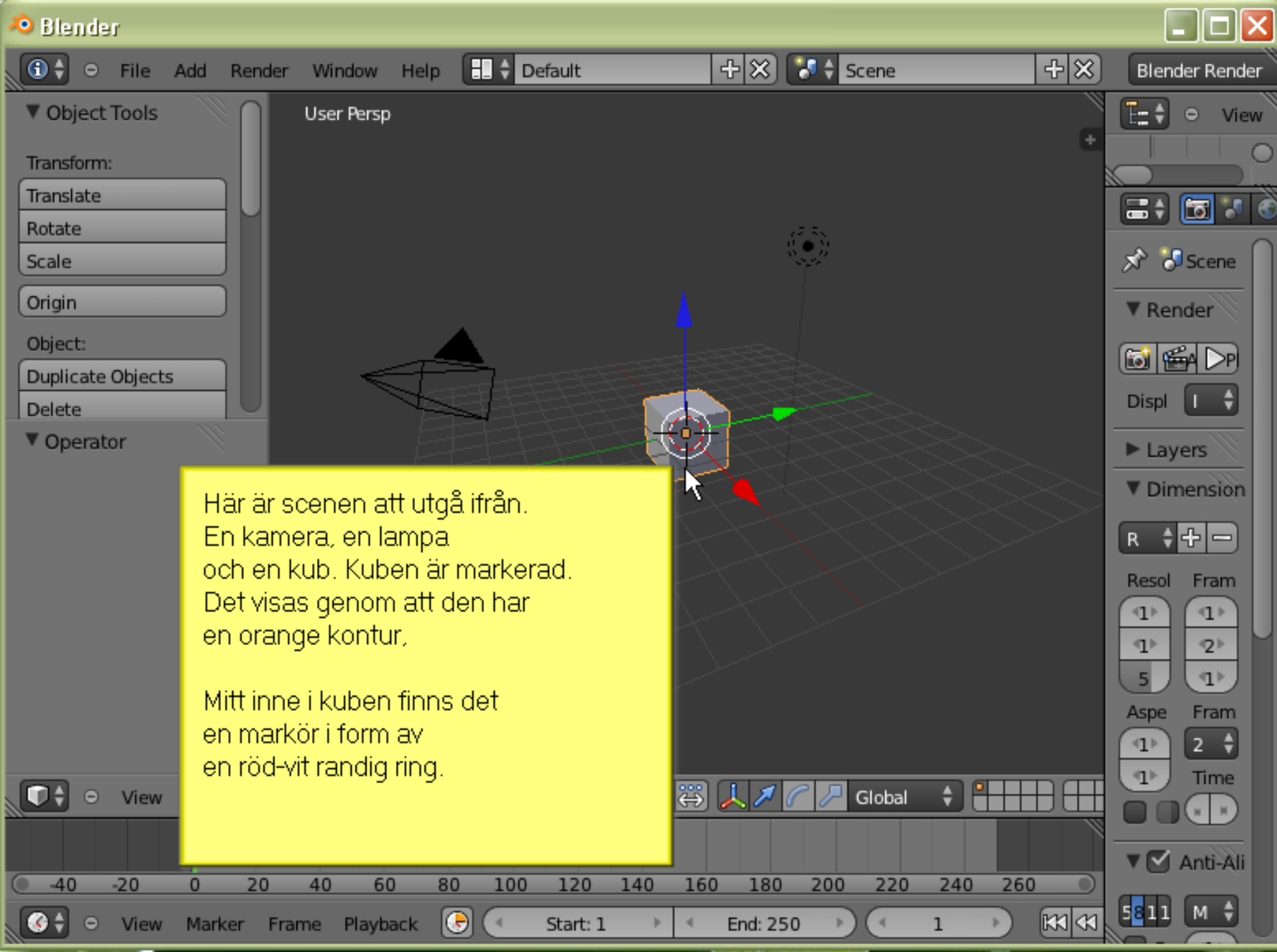
Voice 1

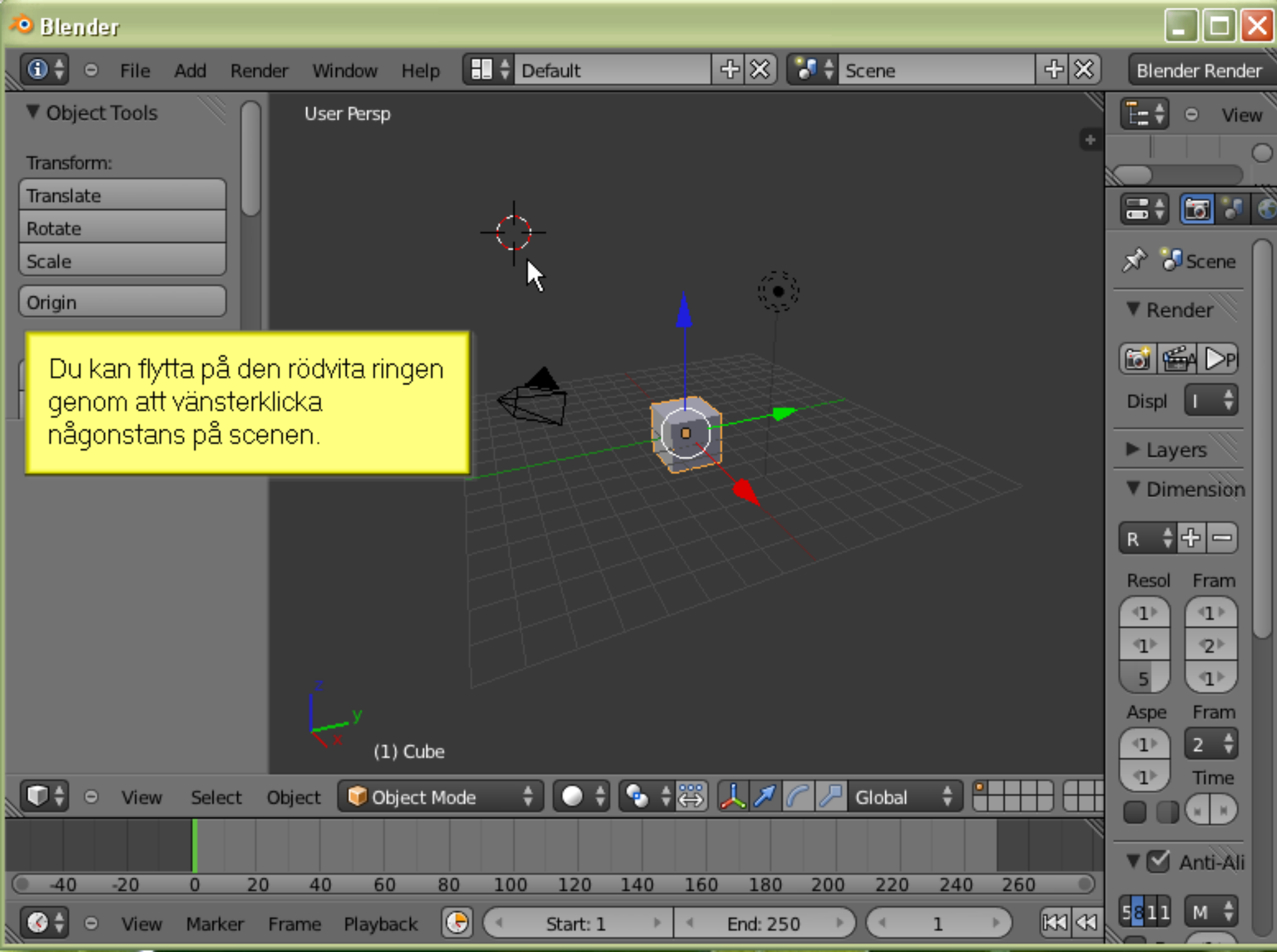
New Delete

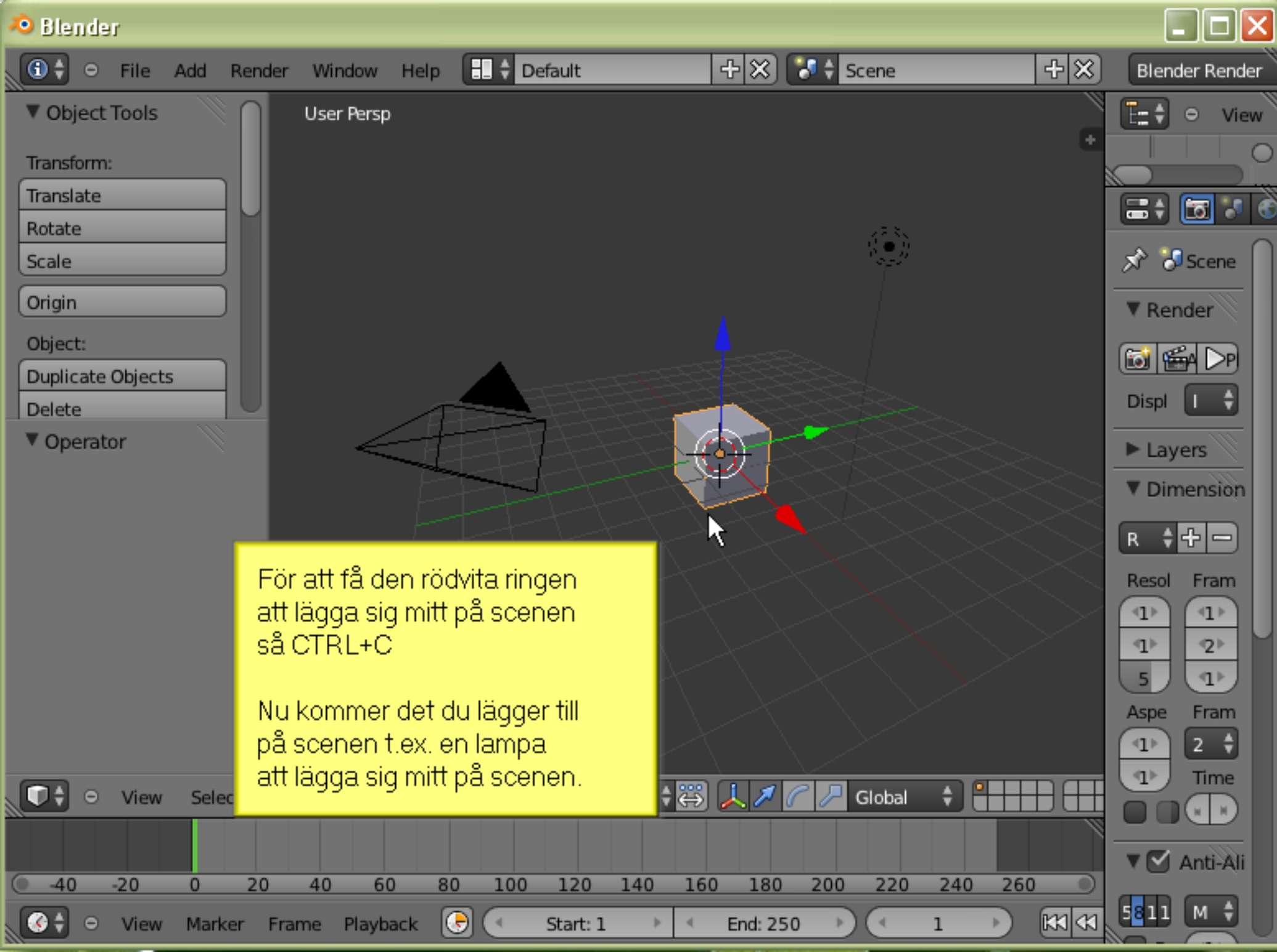
Stopped

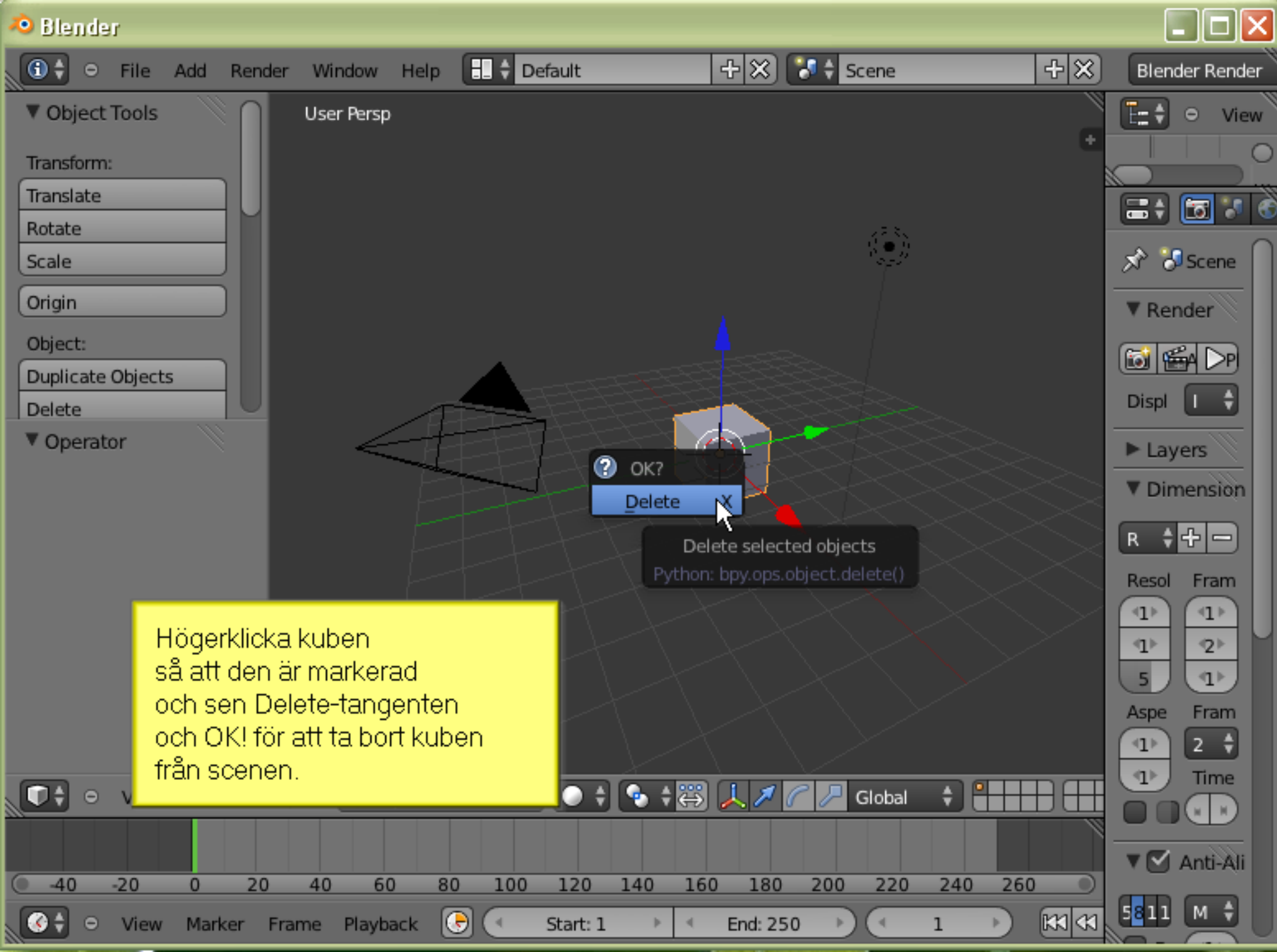




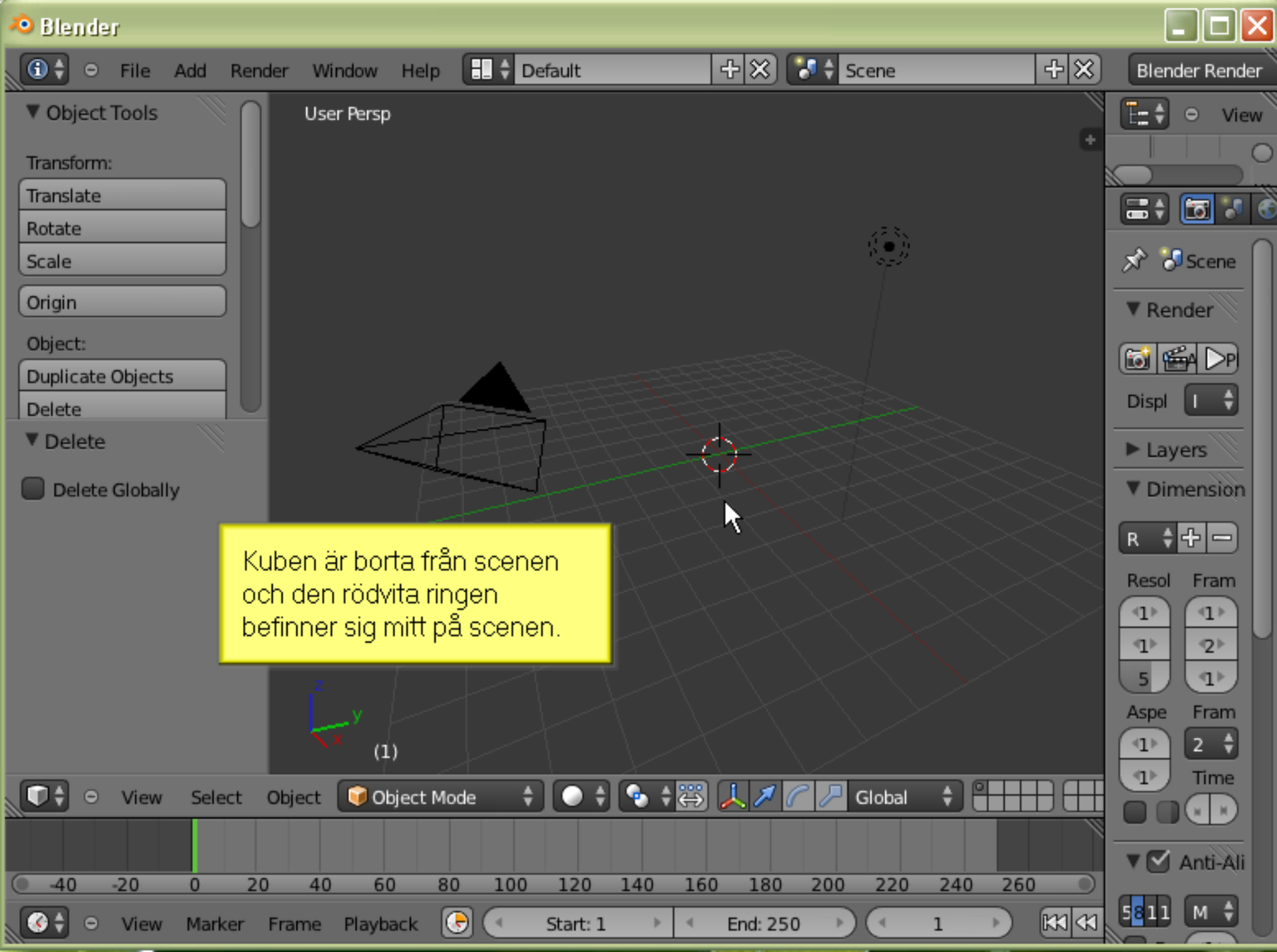


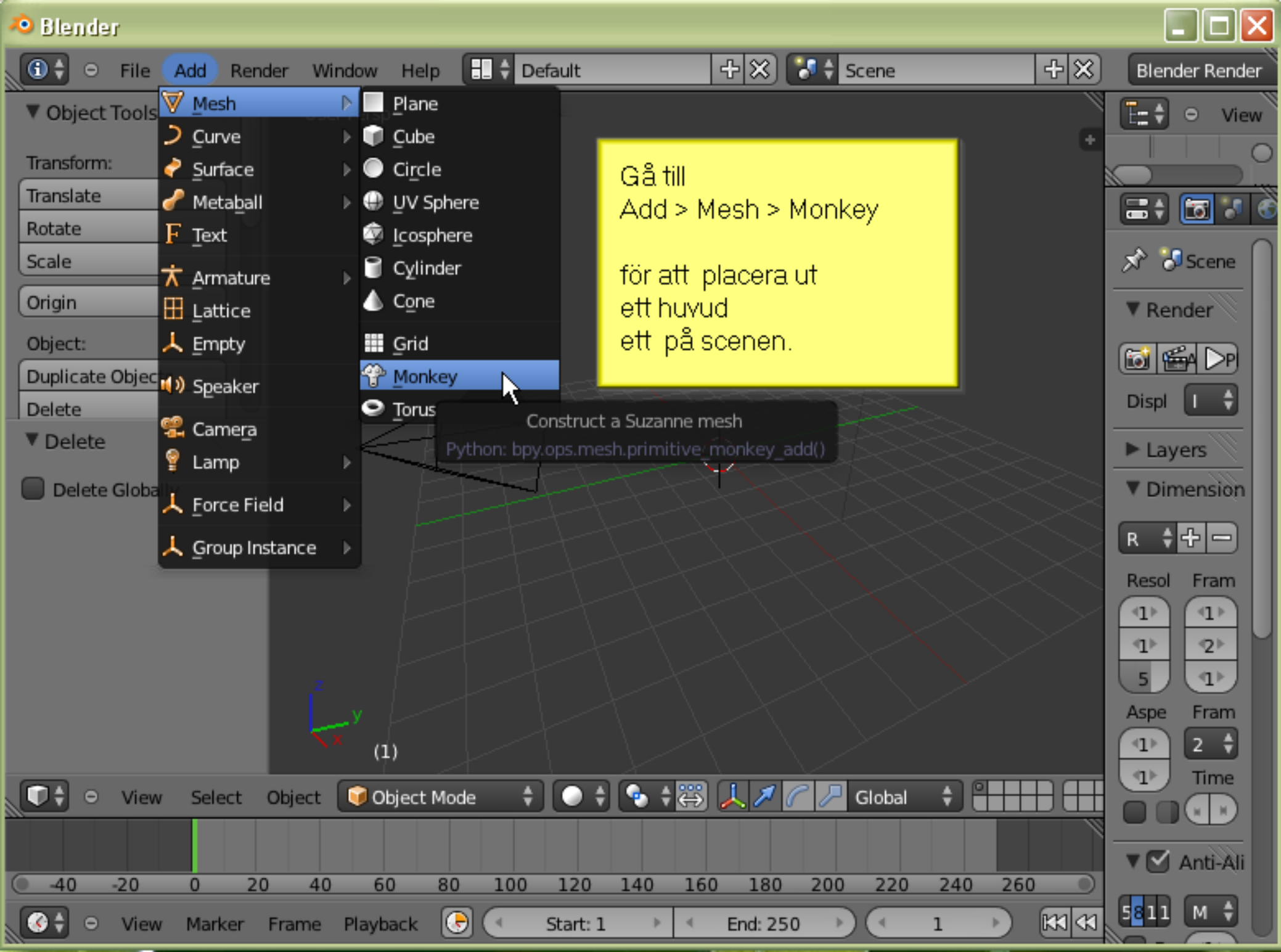


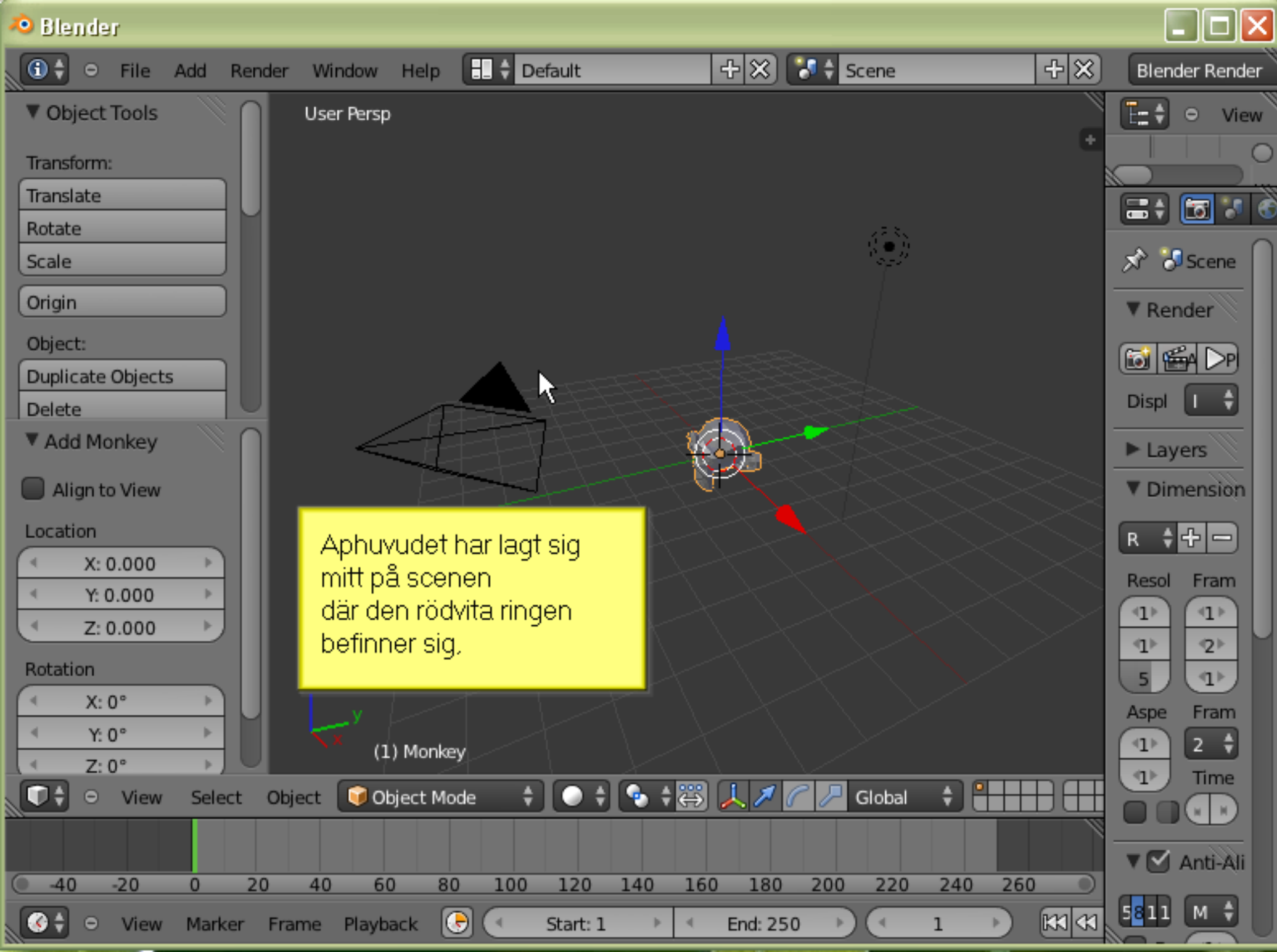


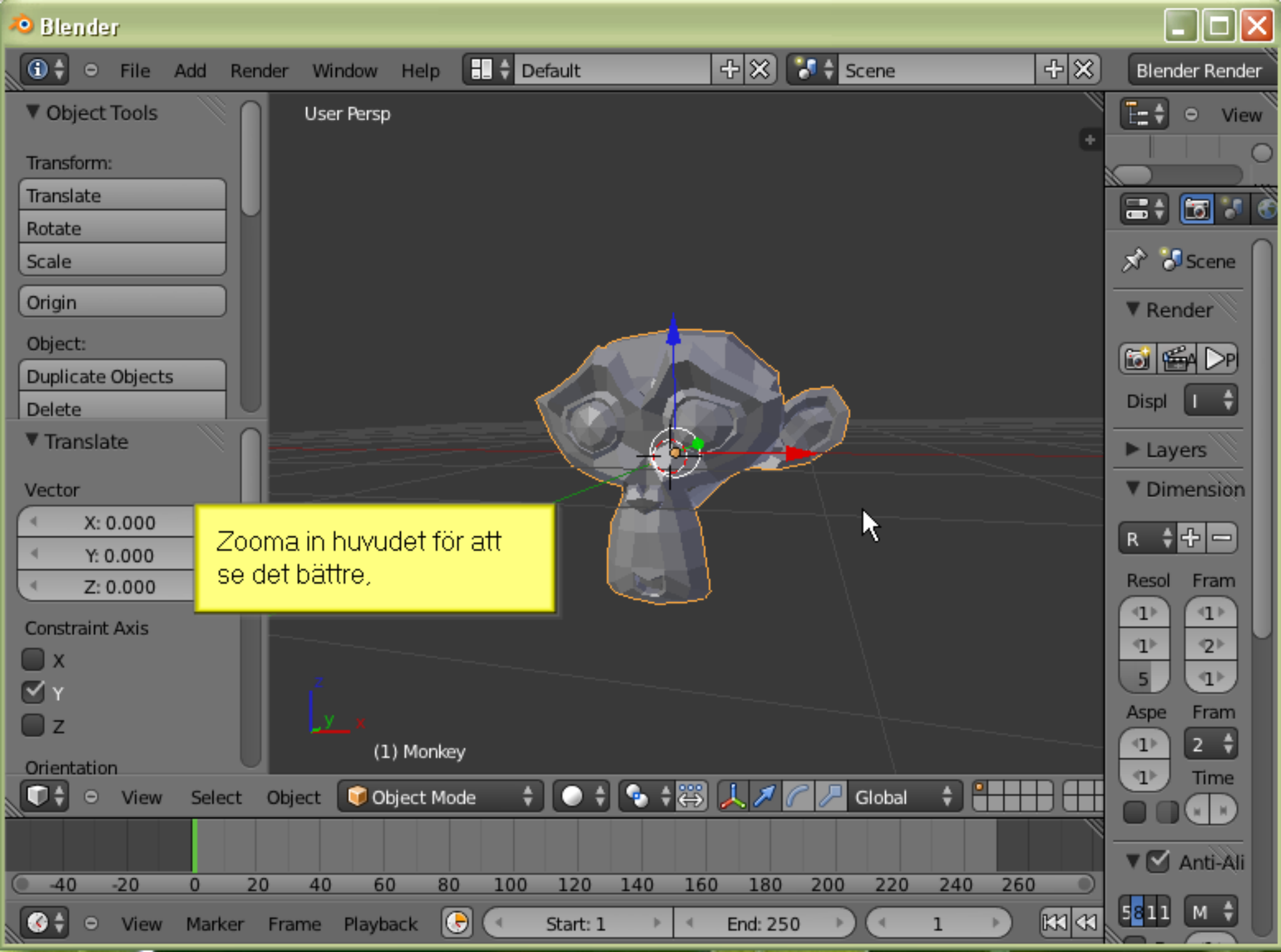


Högerklicka kuben
så att den är markerad
och sen Delete-tangenten
och OK! för att ta bort kuben
från scenen.

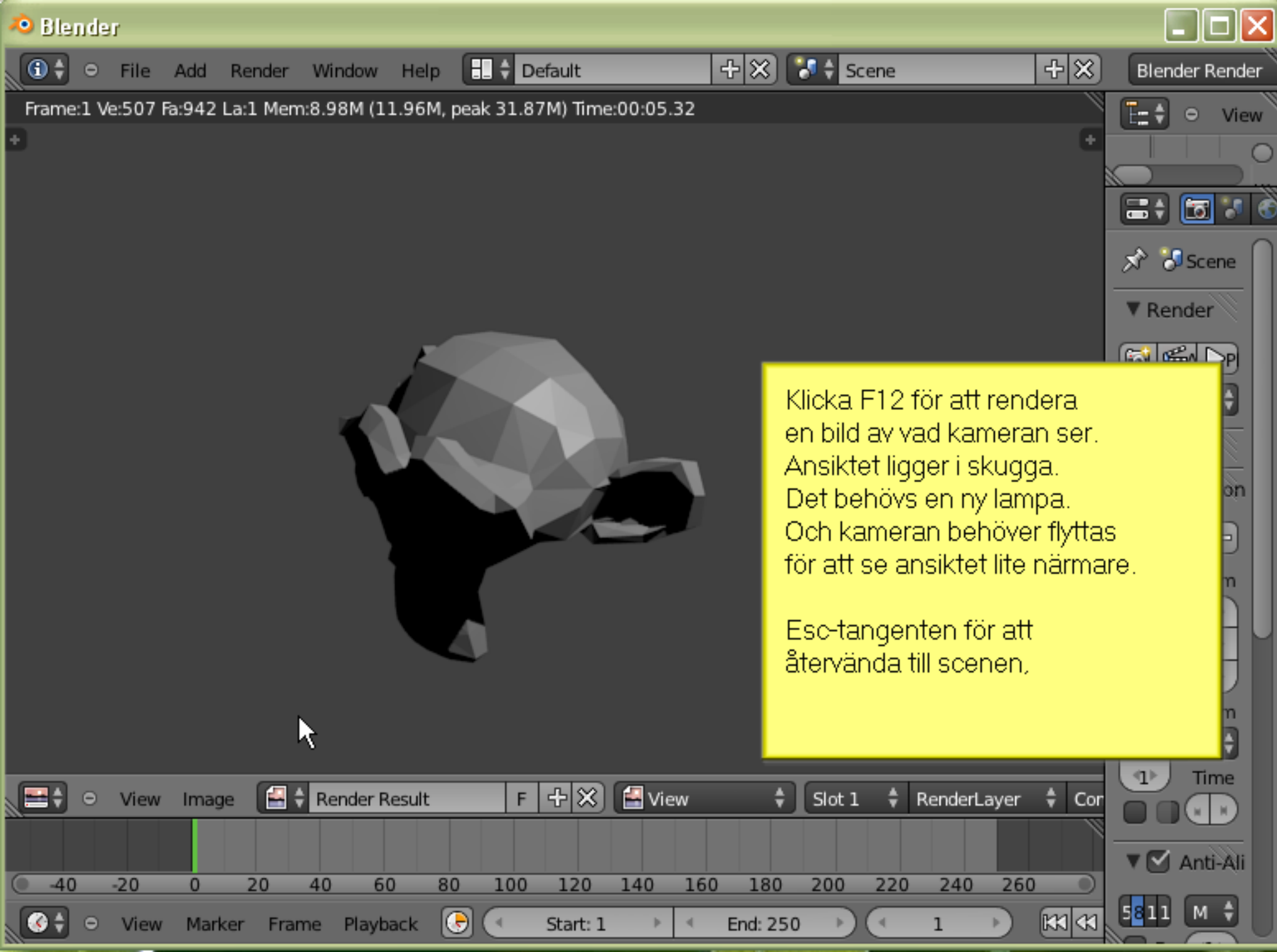






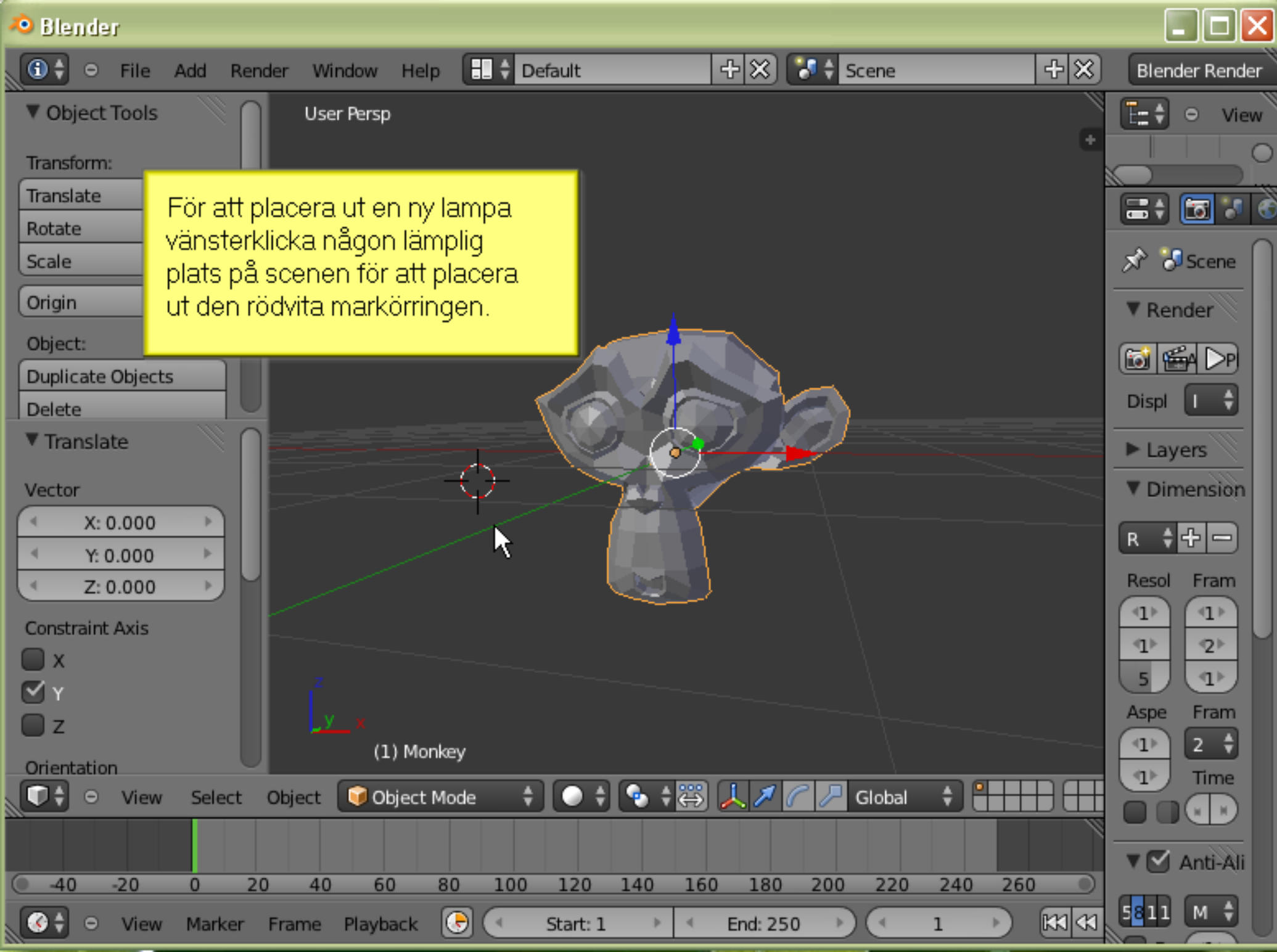


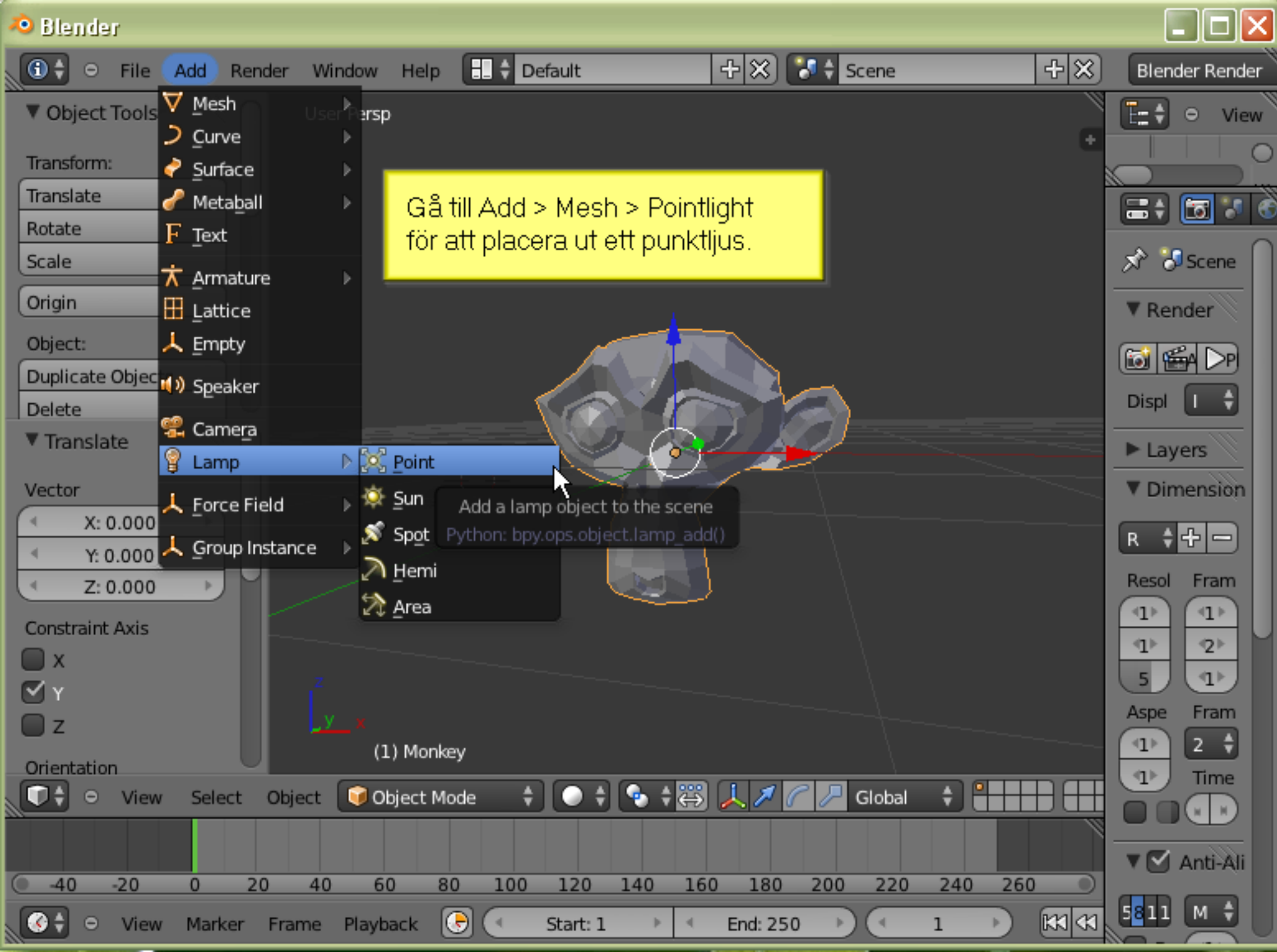
Zooma in huvudet för att
se det bättre,

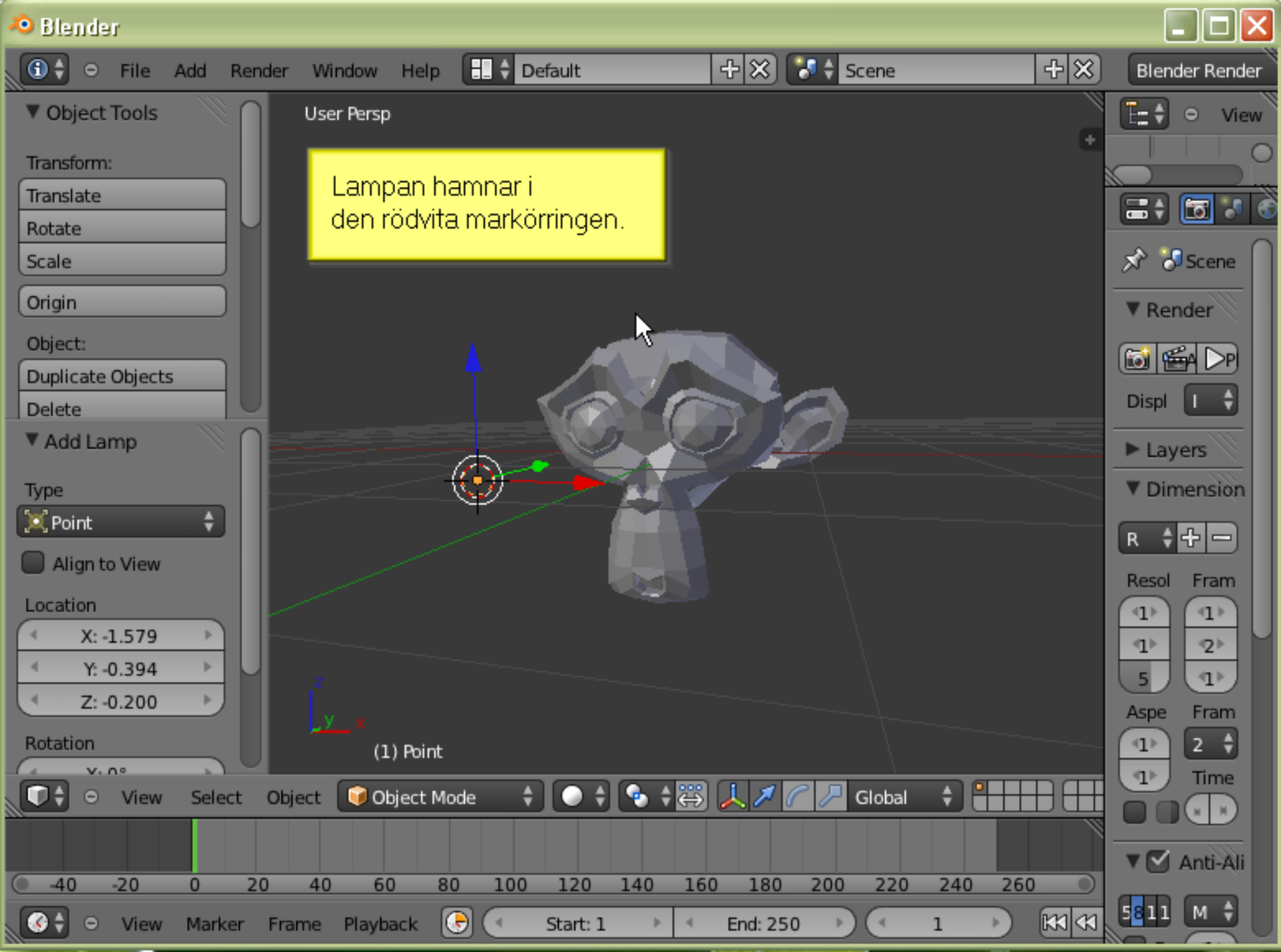


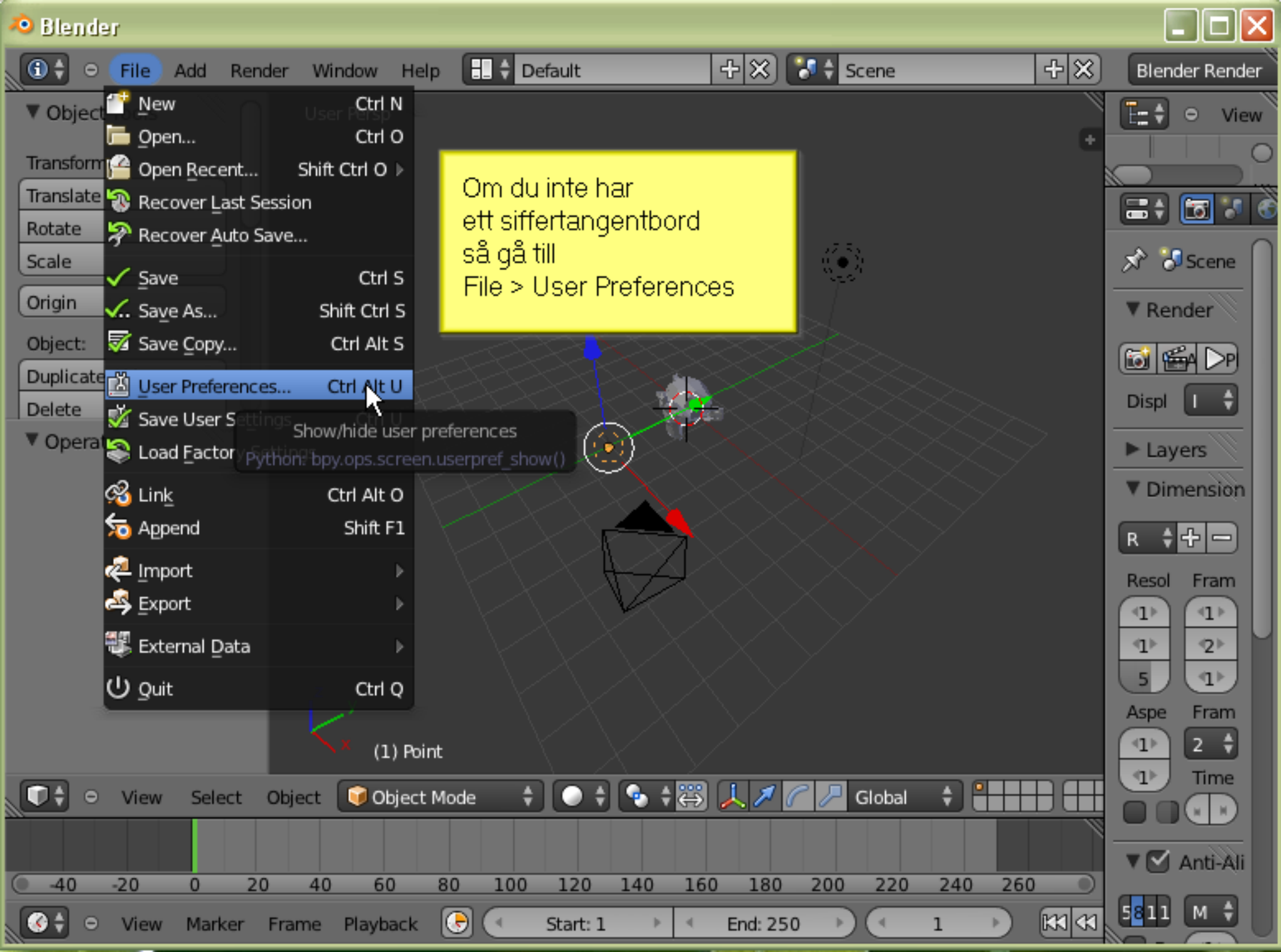
Klicka F12 för att rendera
en bild av vad kameran ser.
Ansiktet ligger i skugga.
Det behövs en ny lampa.
Och kameran behöver flyttas
för att se ansiktet lite närmare.

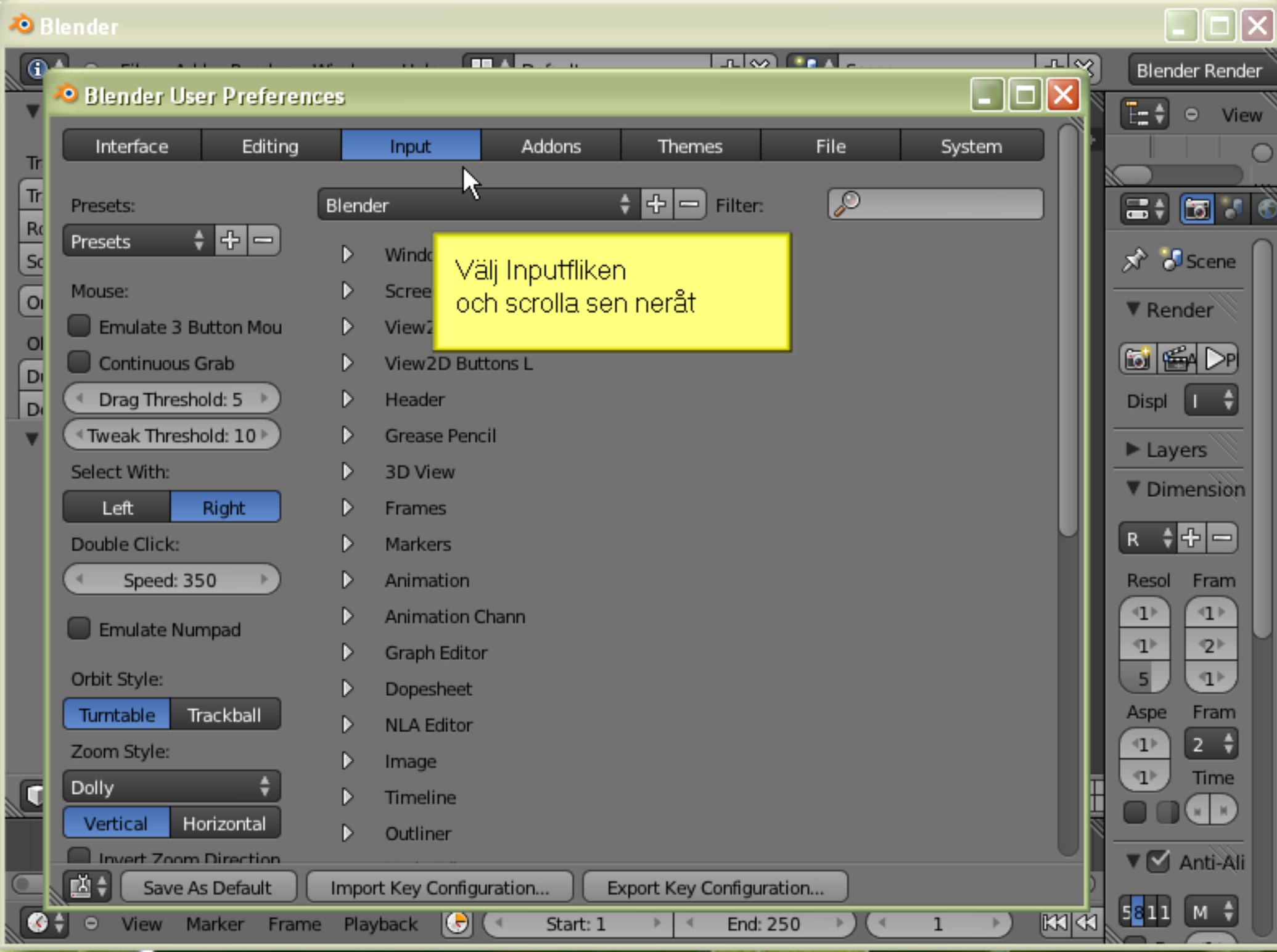
Esc-tangenten för att
återvända till scenen,

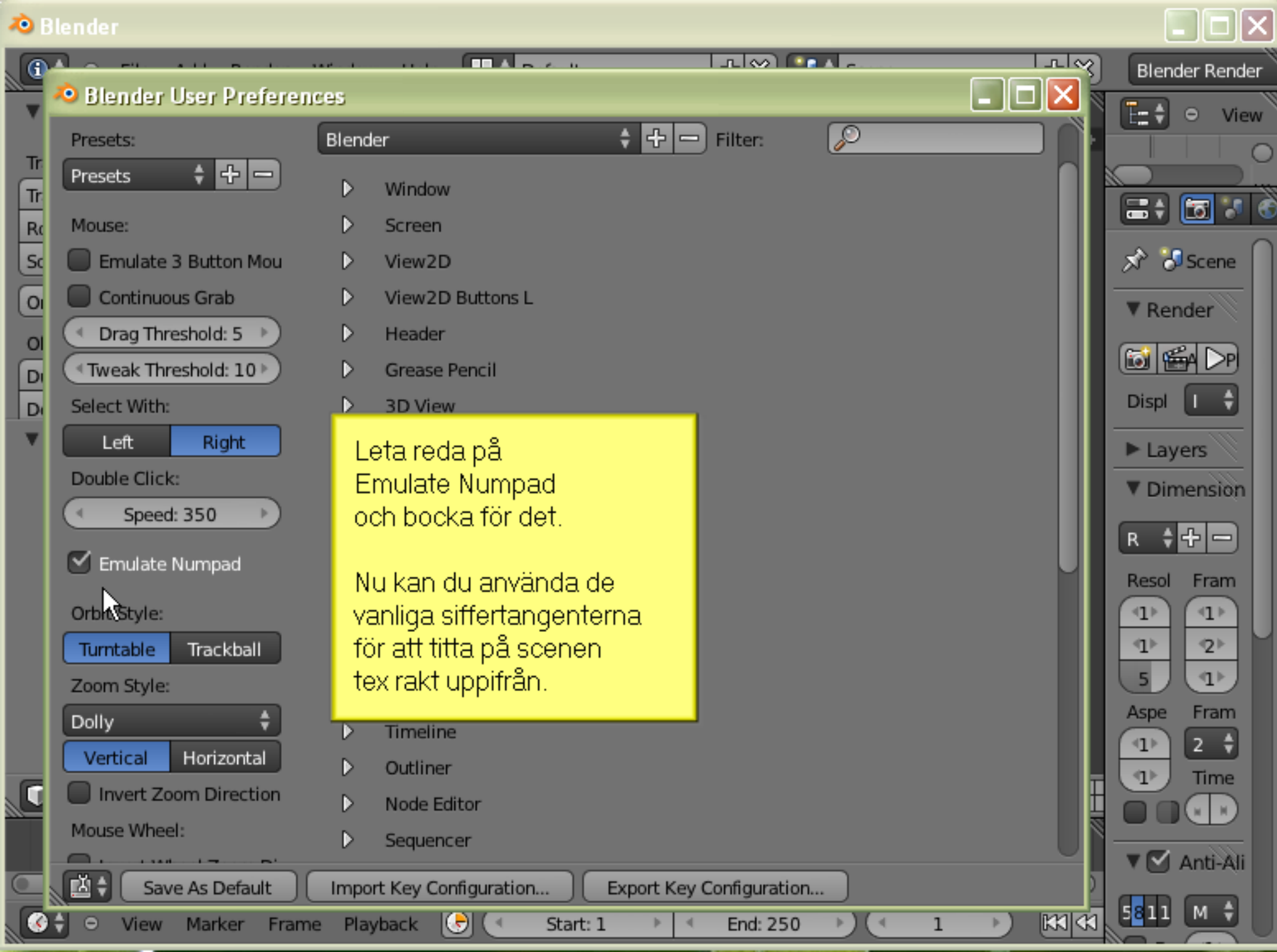


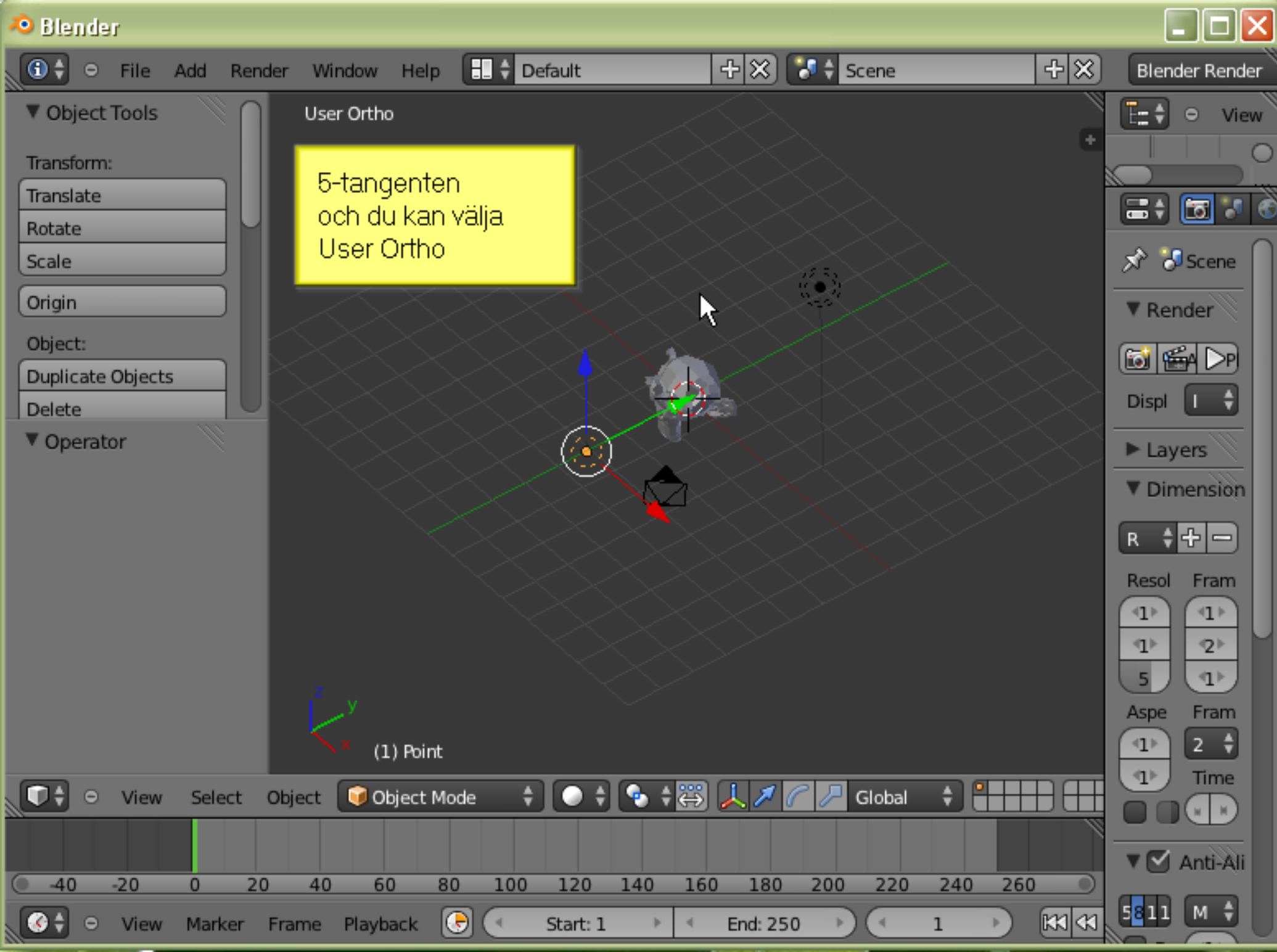


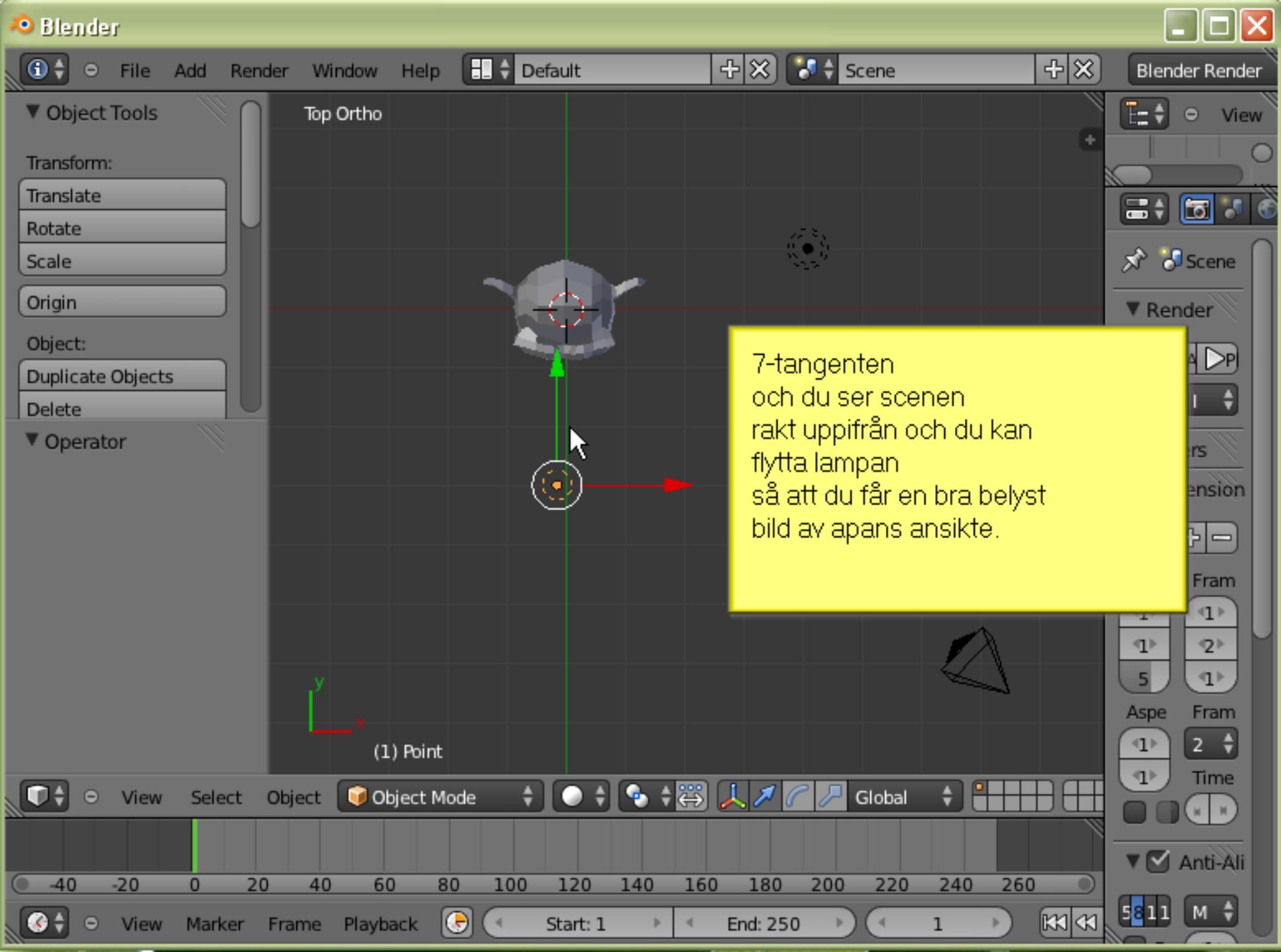


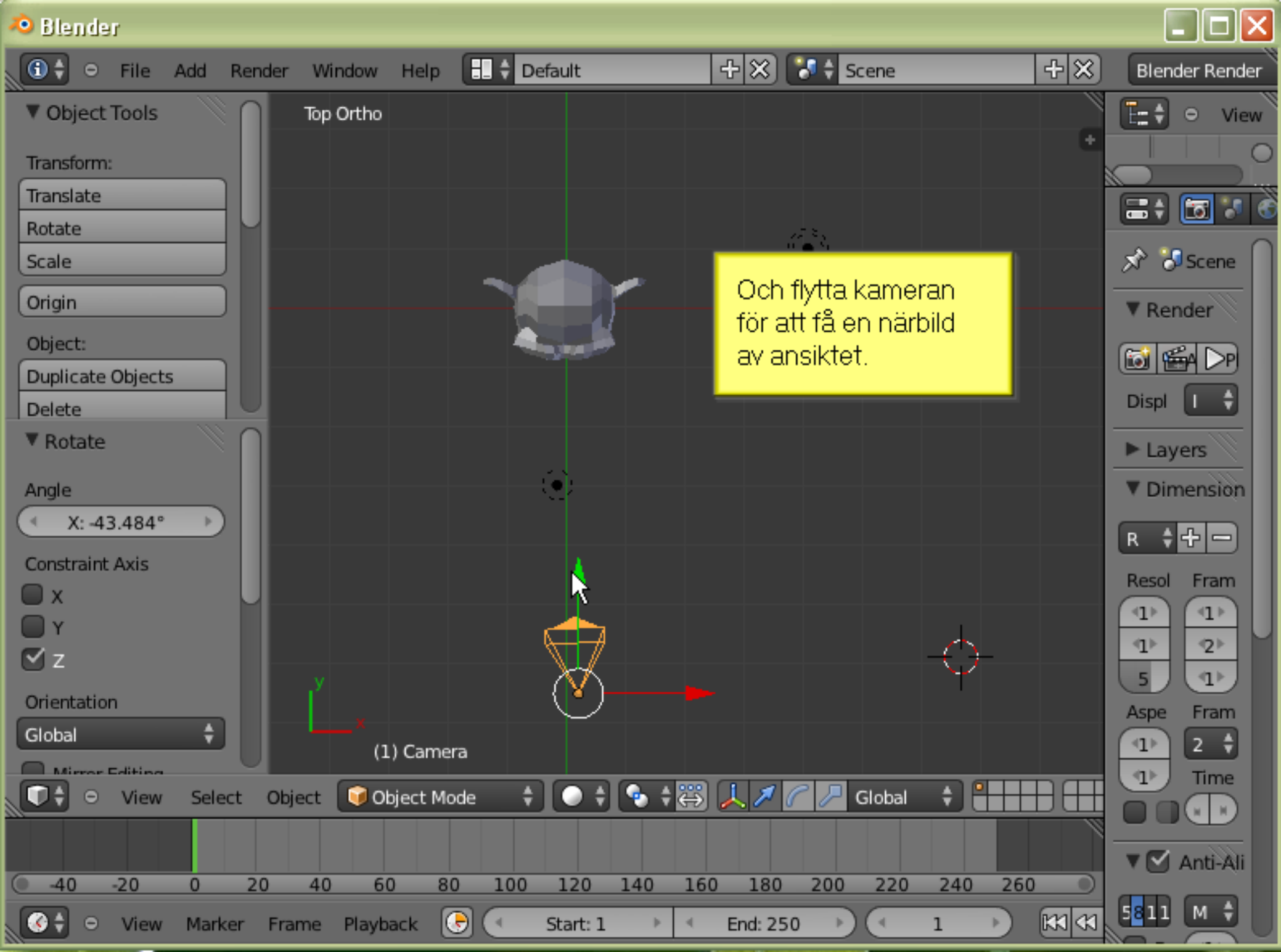




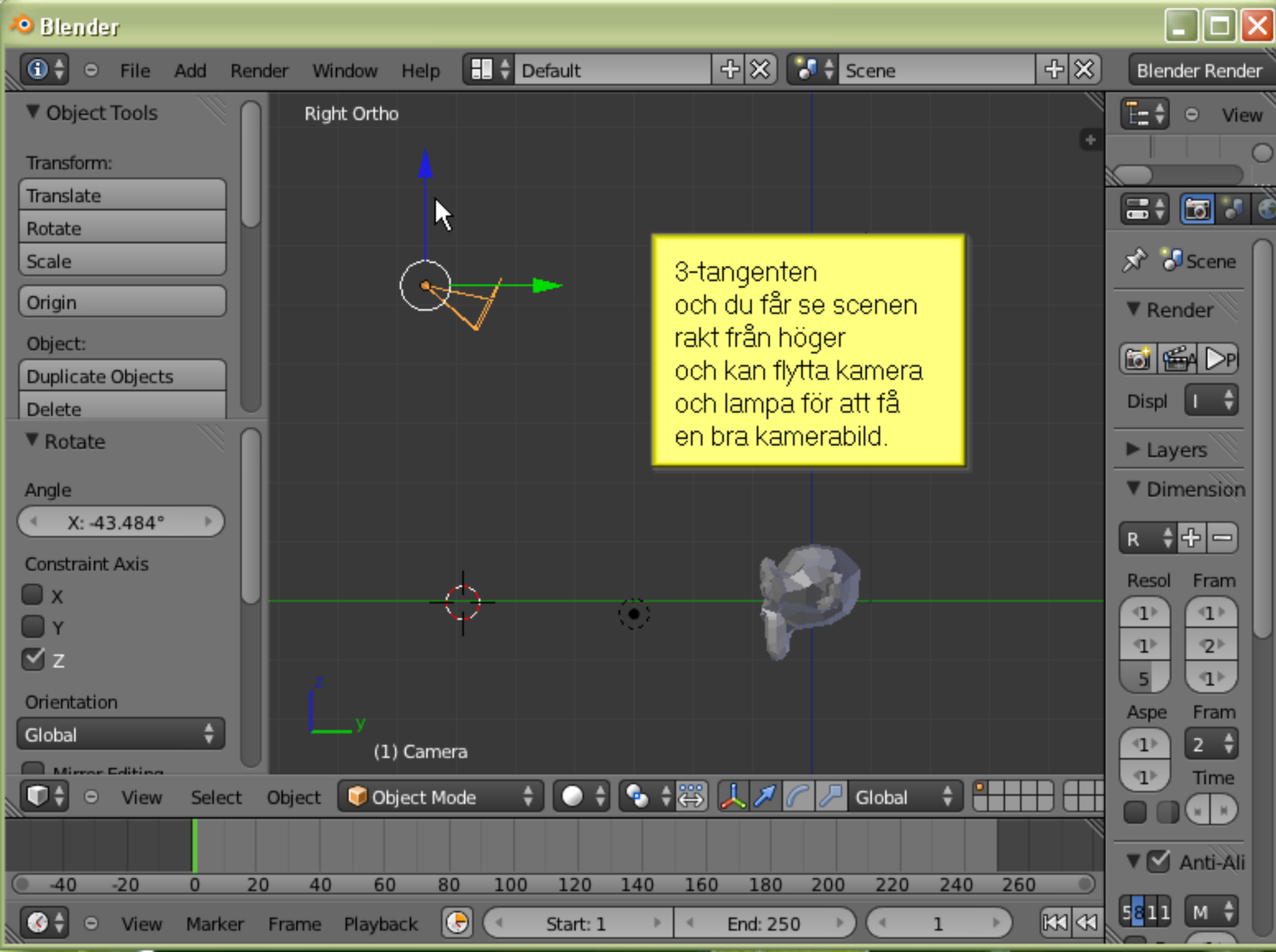


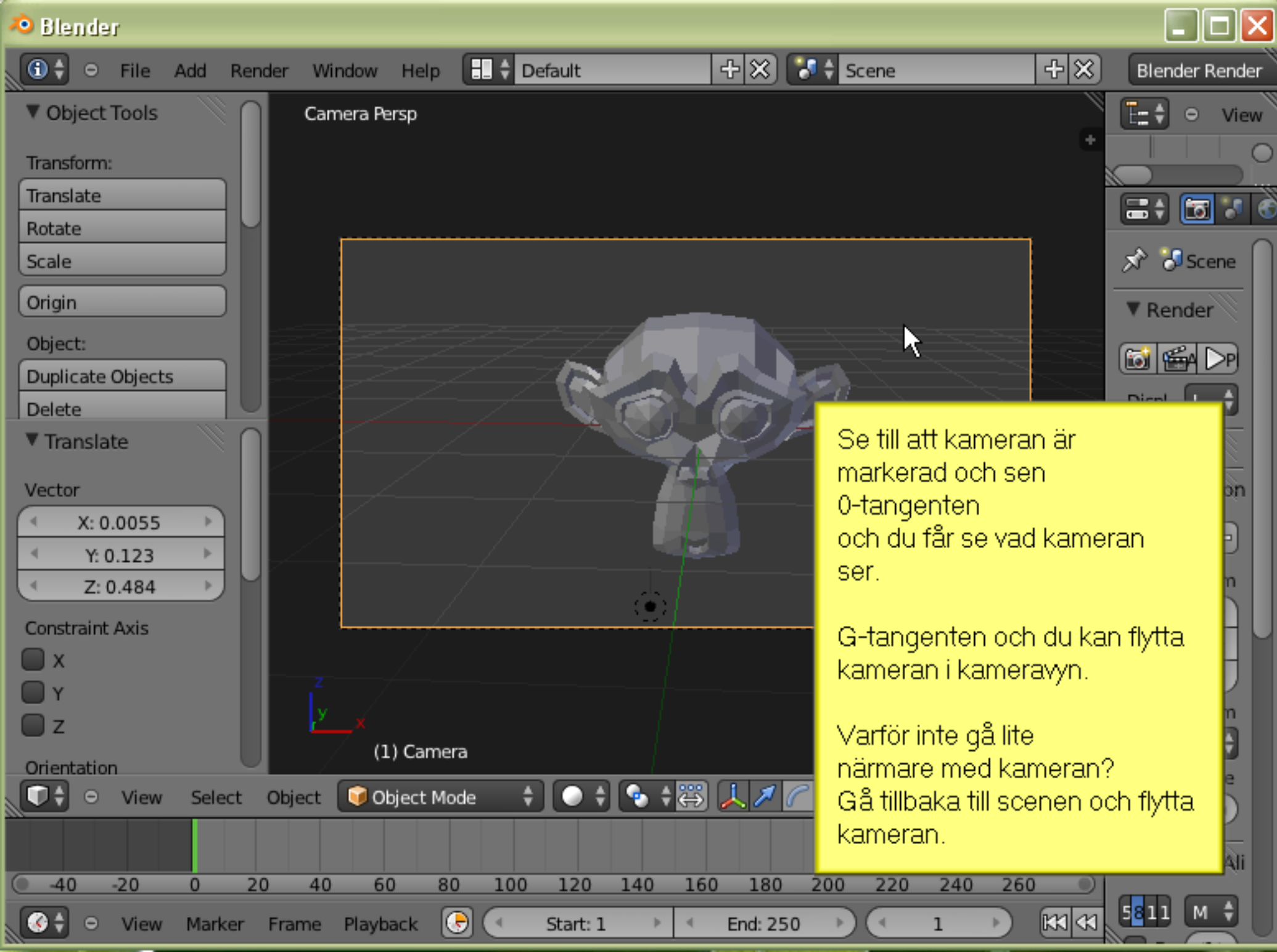






Och flytta kameran
för att få en närbild
av ansiktet.

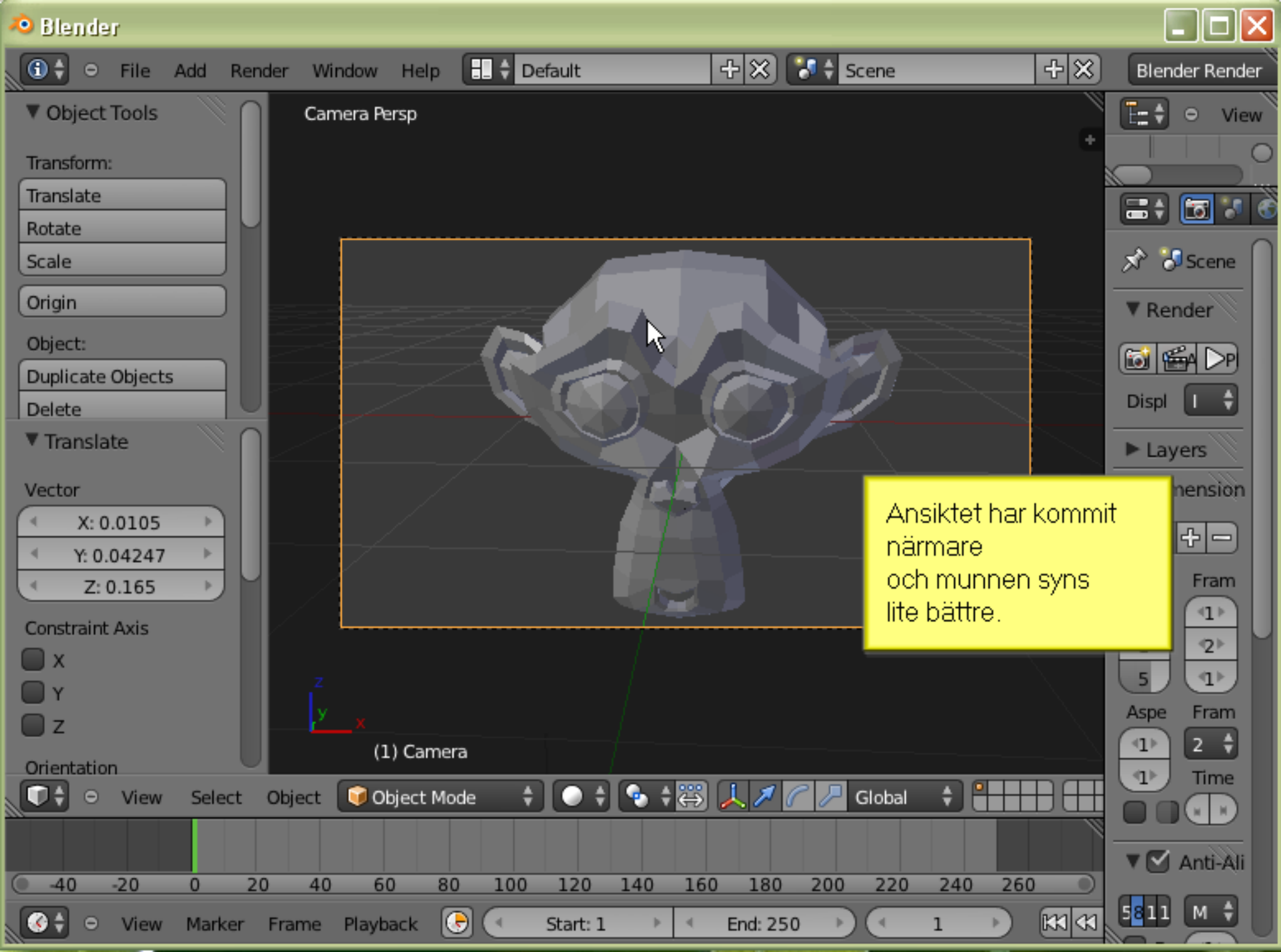




Se till att kameran är markerad och sen 0-tangenten och du får se vad kameran ser.

G-tangenten och du kan flytta kameran i kameravyn.

Varför inte gå lite närmare med kameran? Gå tillbaka till scenen och flytta kameran.



Object Tools

Transform:

- Translate
- Rotate
- Scale

Origin

Object:

- Duplicate Objects
- Delete

Translate

Vector

- X: 0.0105
- Y: 0.04247
- Z: 0.165

Constraint Axis

- X
- Y
- Z

Orientation

- View
- Select
- Object
- Object Mode

Camera Persp



Ansiktet har kommit närmare och munnen syns lite bättre.

View

- Scene
- Render
- Layers

Render

- Displ
- Layers

Layers

- Dimension

Frame

- 1
- 2
- 5
- 1

Frame

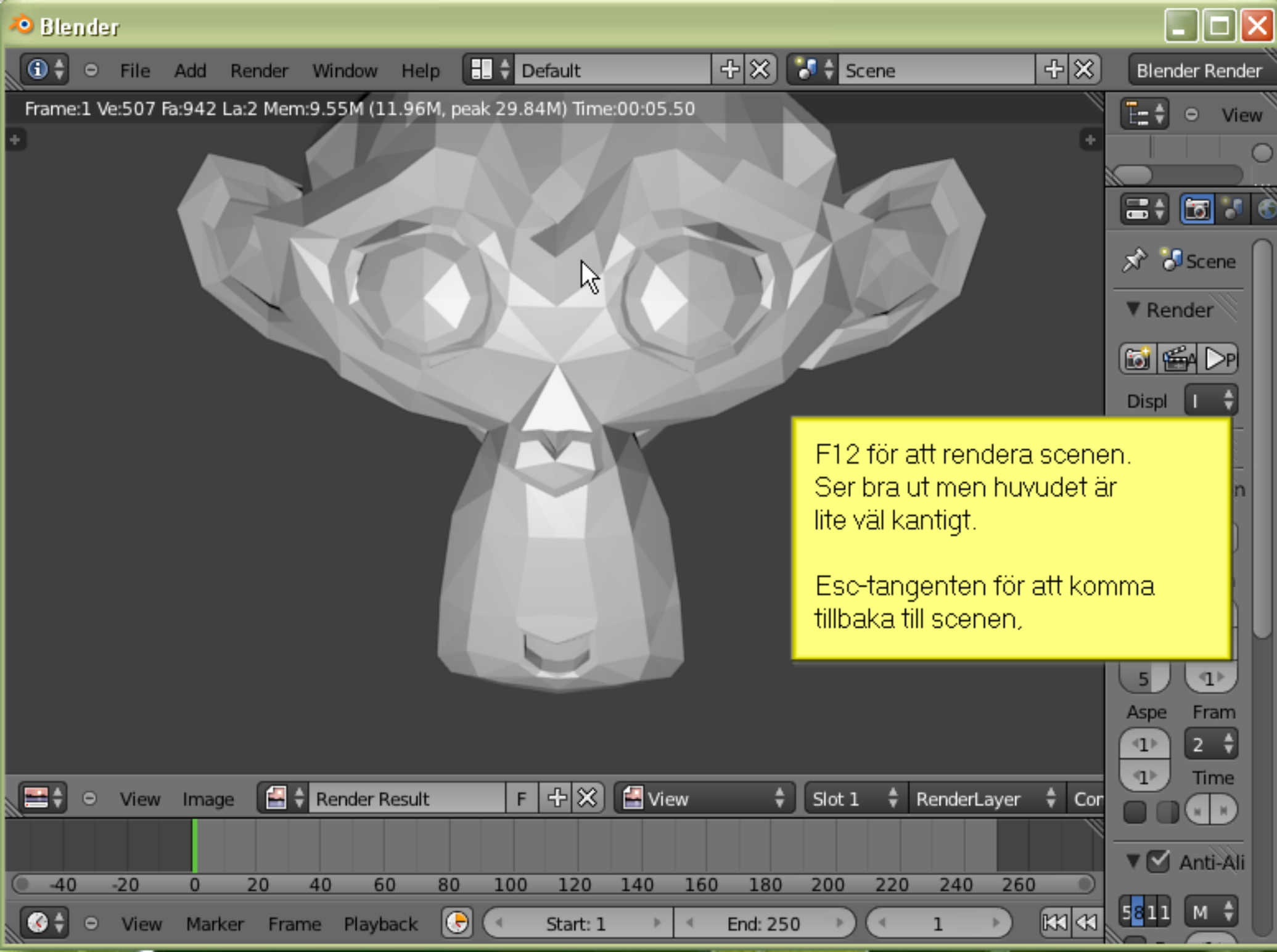
- 1
- 2

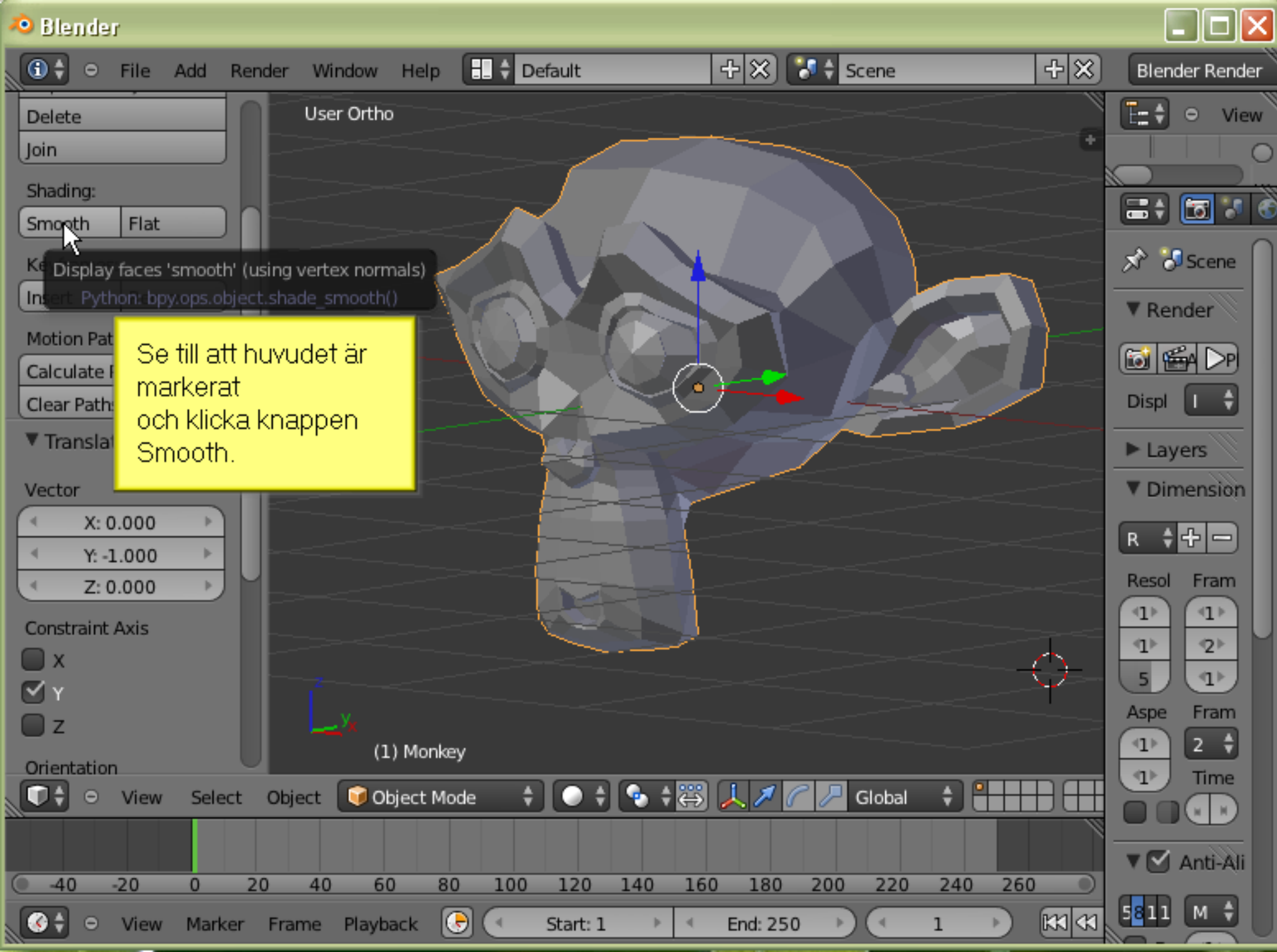
Time

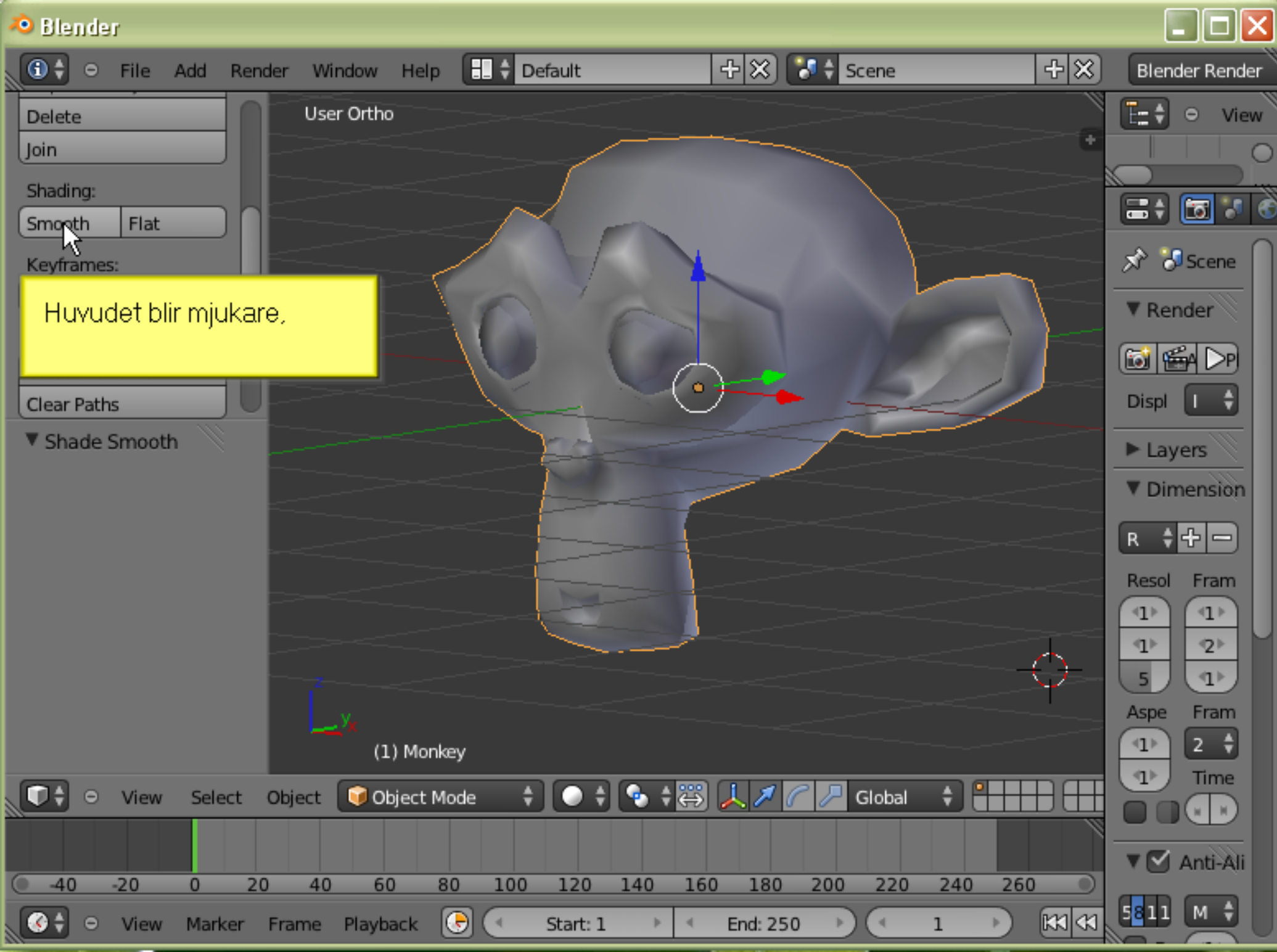
- 1
- 2

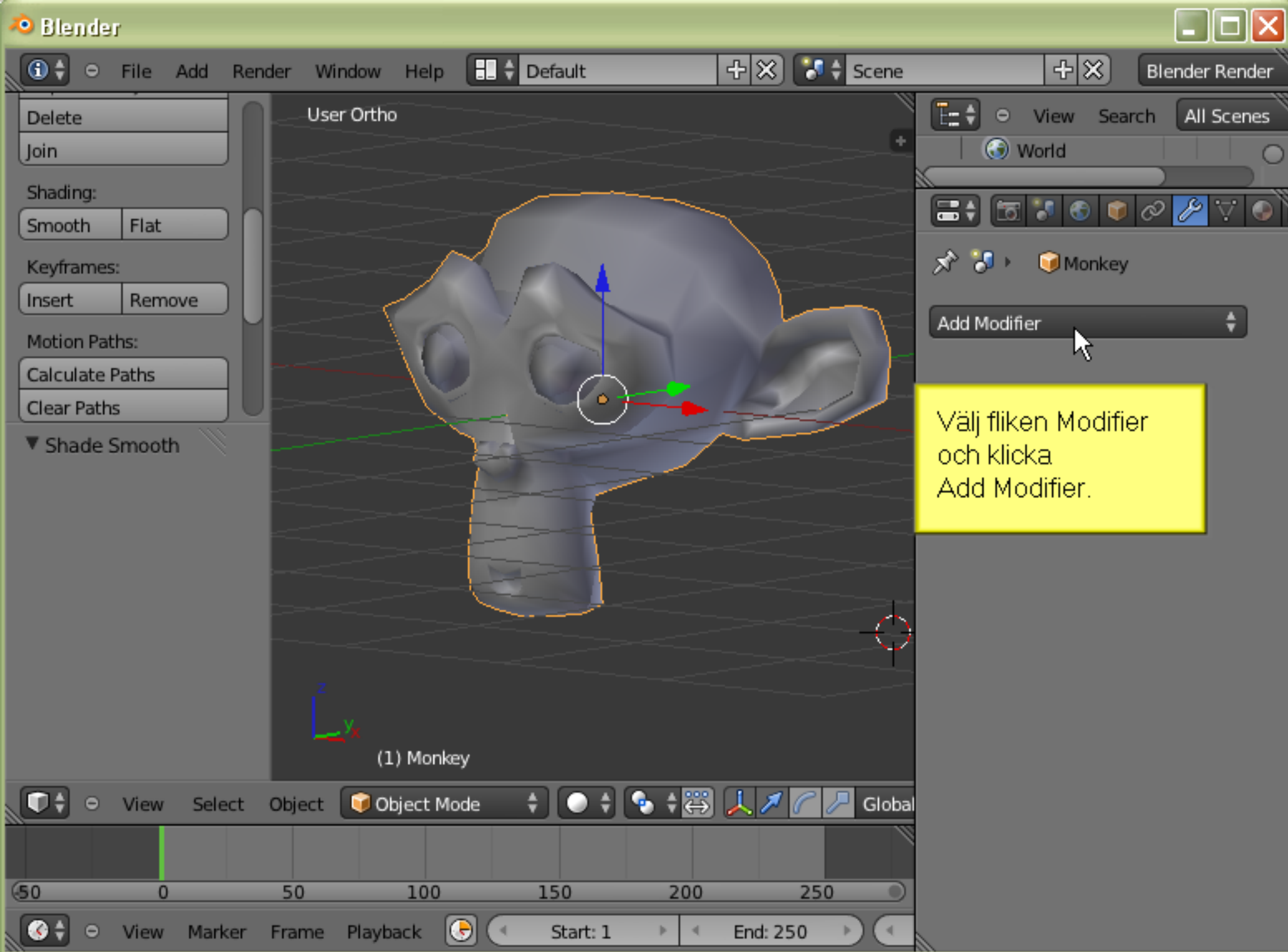
Anti-Ali

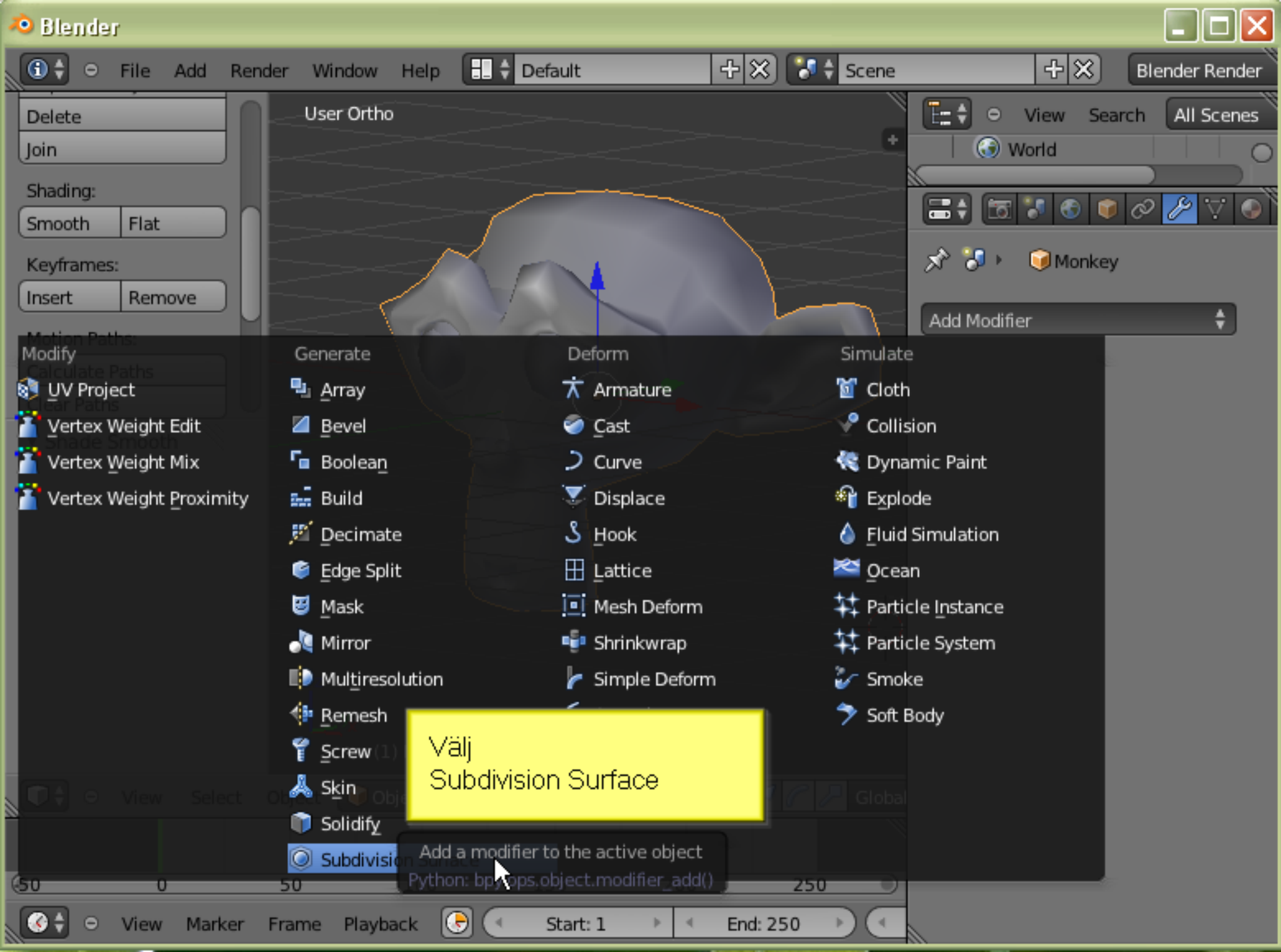
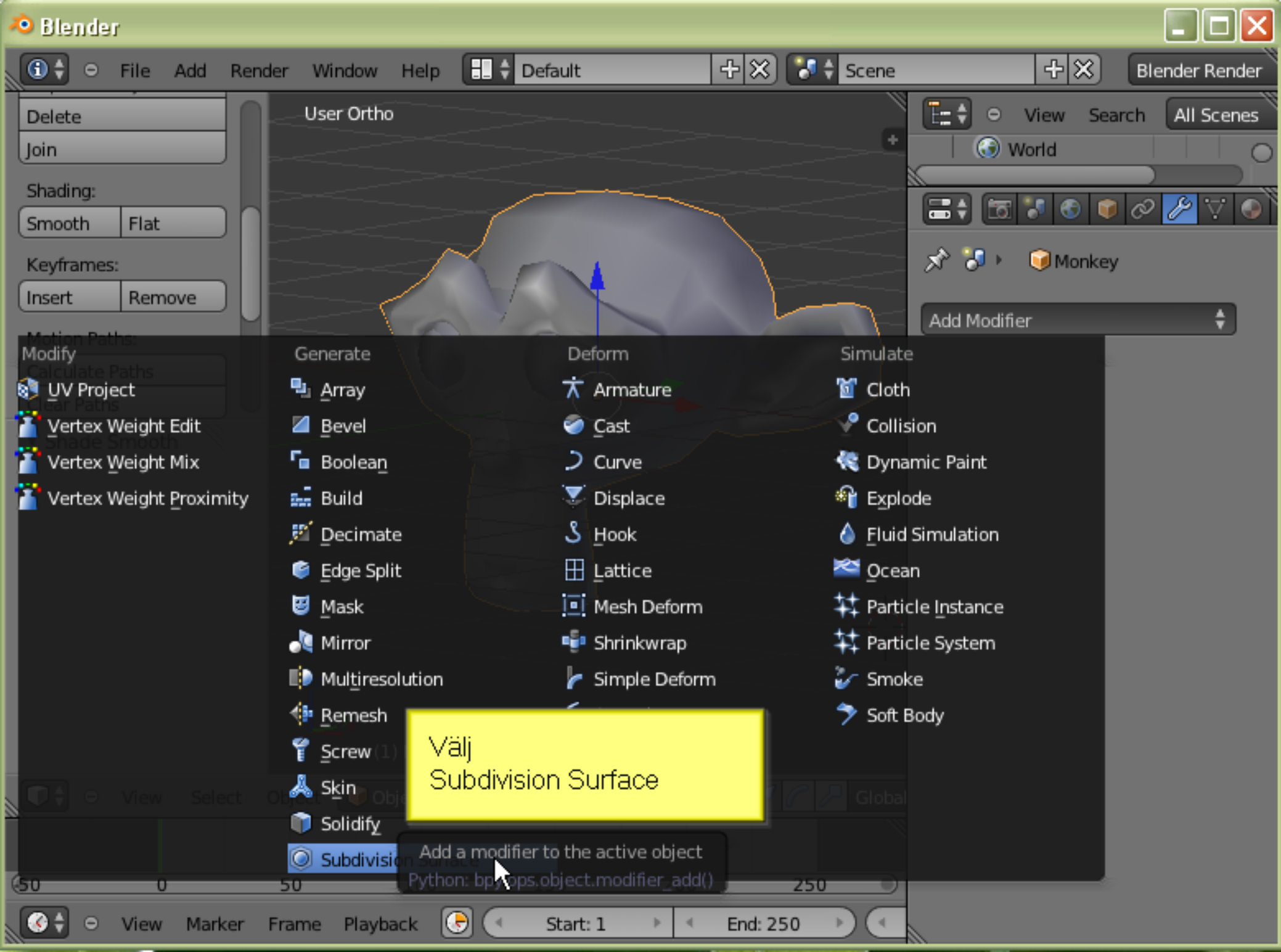
- 5811
- M

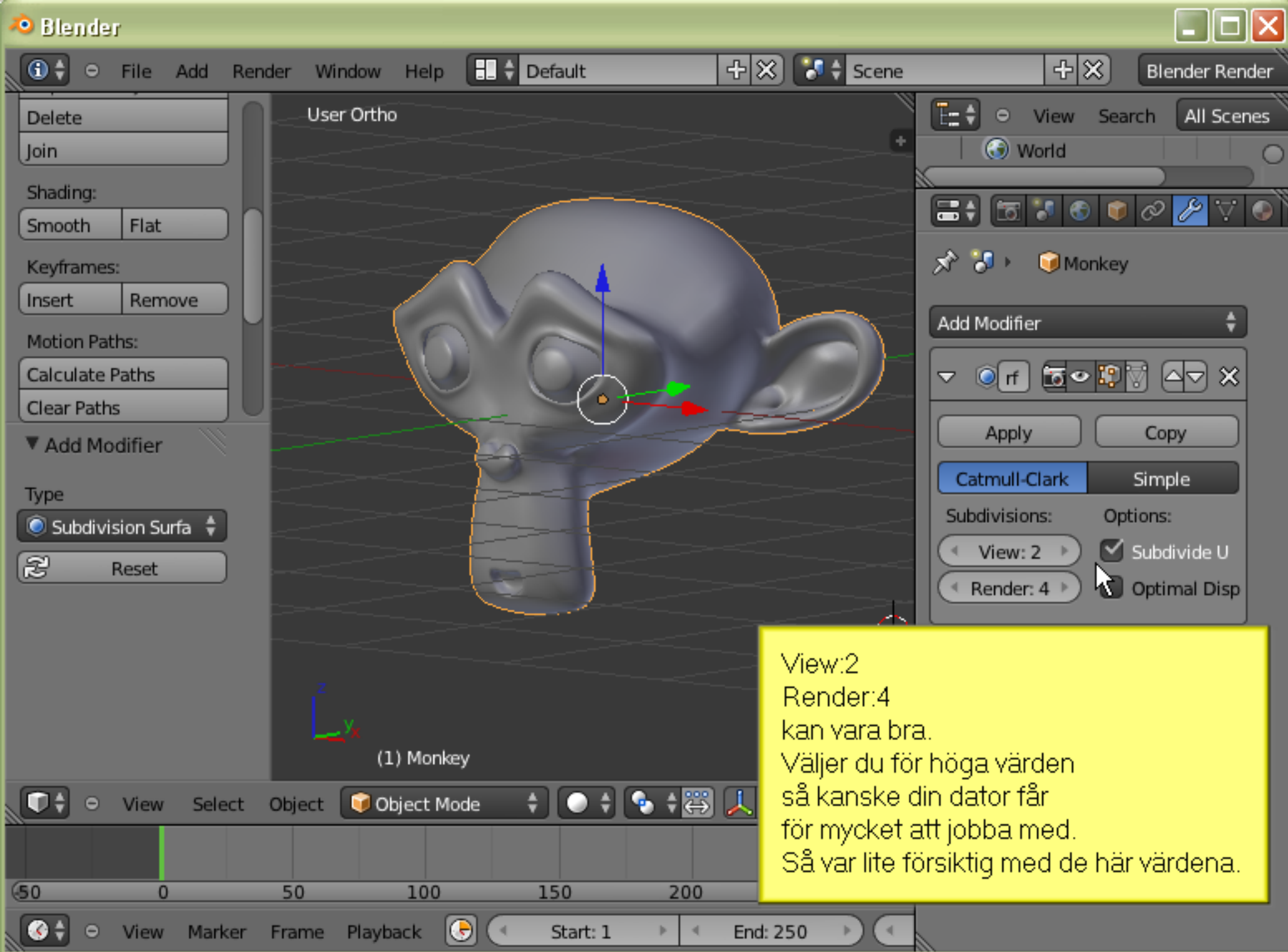


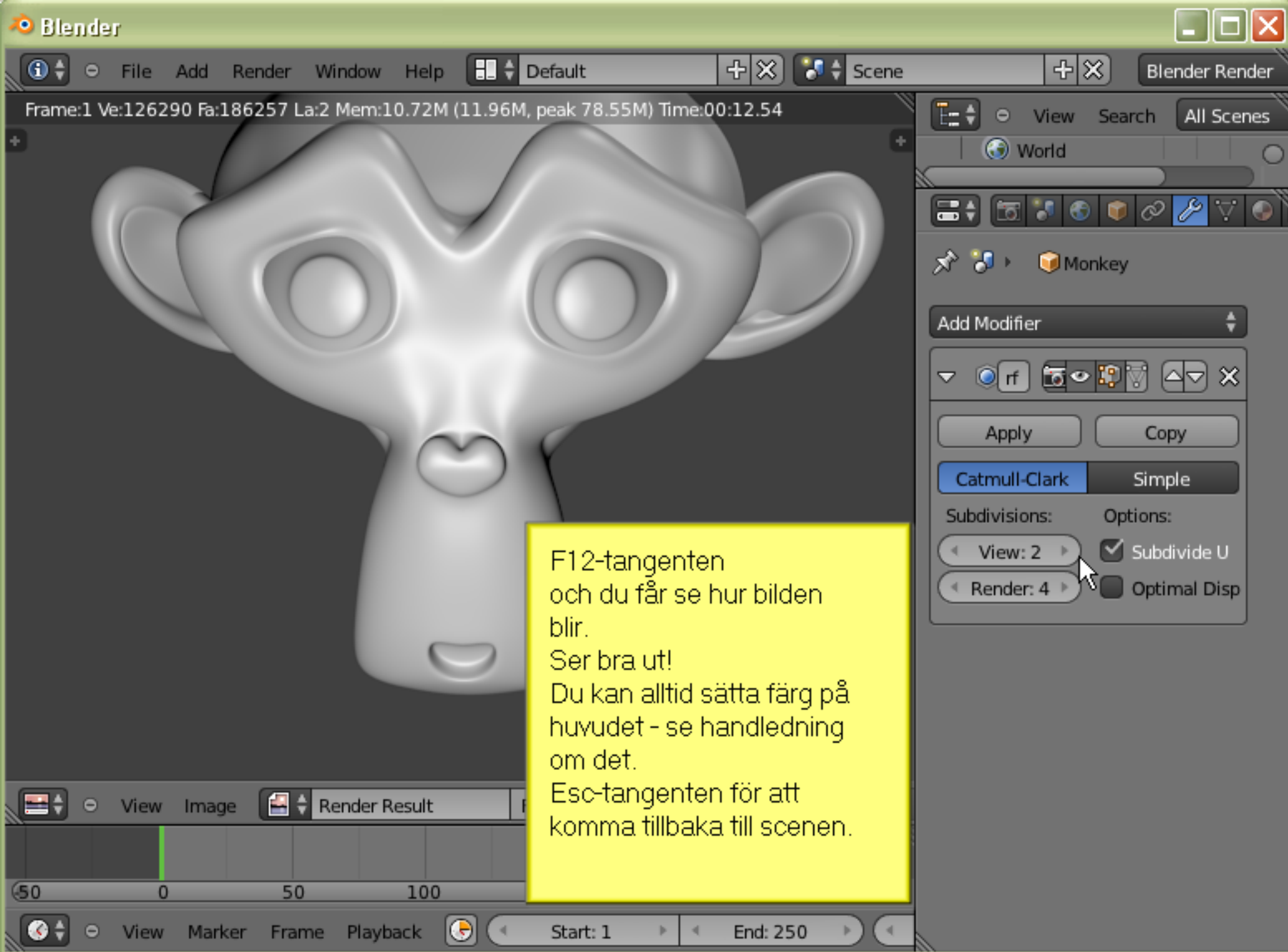












F12-tangenten
och du får se hur bilden
blir.
Ser bra ut!
Du kan alltid sätta färg på
huvudet - se handledning
om det.
Esc-tangenten för att
komma tillbaka till scenen.



Lipsync Importer

Imports Moho's (Papagayo, Jlipsync, Yolo) file and adds it to the 3D window.

UI location	3d window >> tool shelf		
Version	0.5	Author(s)	Yousef
Blender	2.62	License	GPL

Script-filen
io_import_lipSync_Importer.py
som du laddade hem
behöver placeras
där Blender lätt kan hitta den.

Executable information

File name	io_import_lipsync_Importer.py
Current version download	https://svn.blender.org/svnroot/bf-extensions/contrib/py/scripts/addons/io_import_lipSync_Importer.py

Links and troubleshooting

Links	http://blenderartists.org/forum/showthread.php?t=197408
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Open Link in New Tab
Open Link in New Window

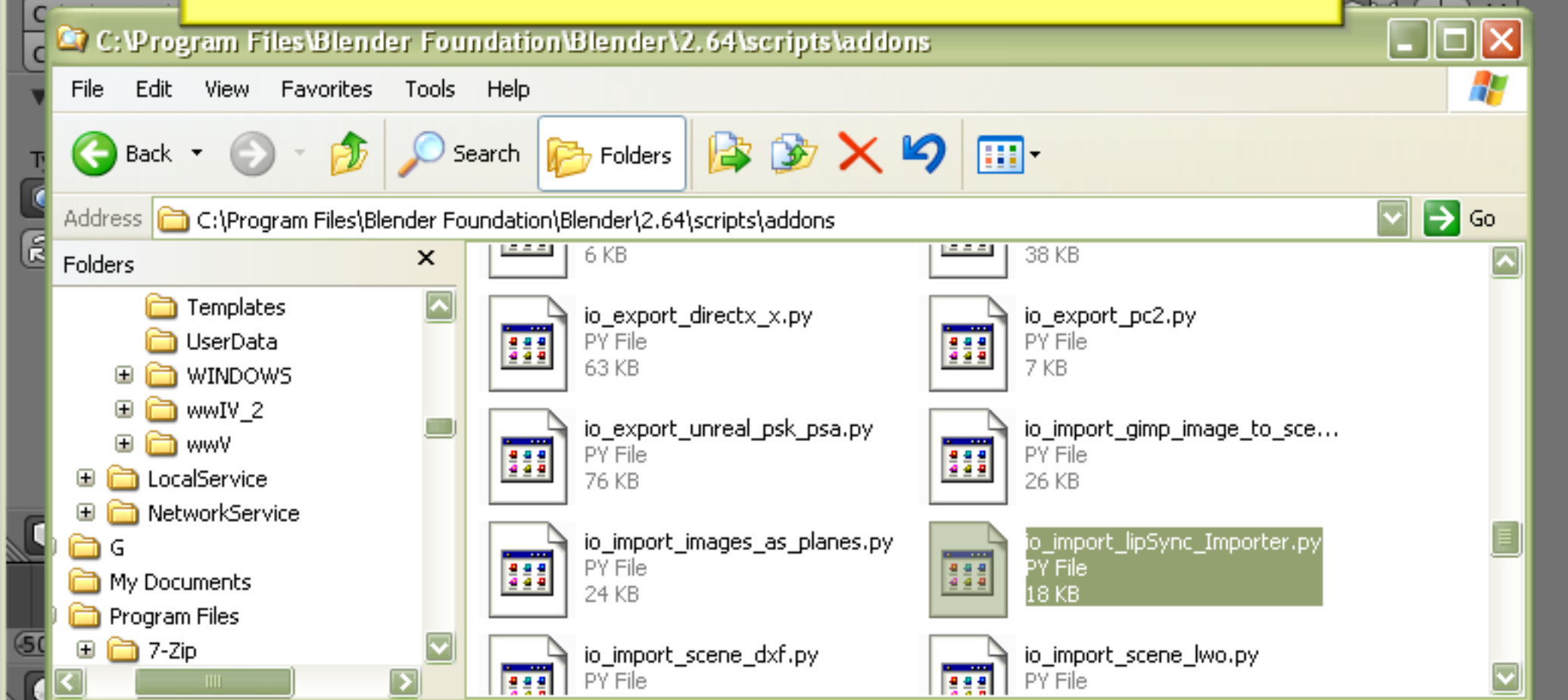
Bookmark This Link

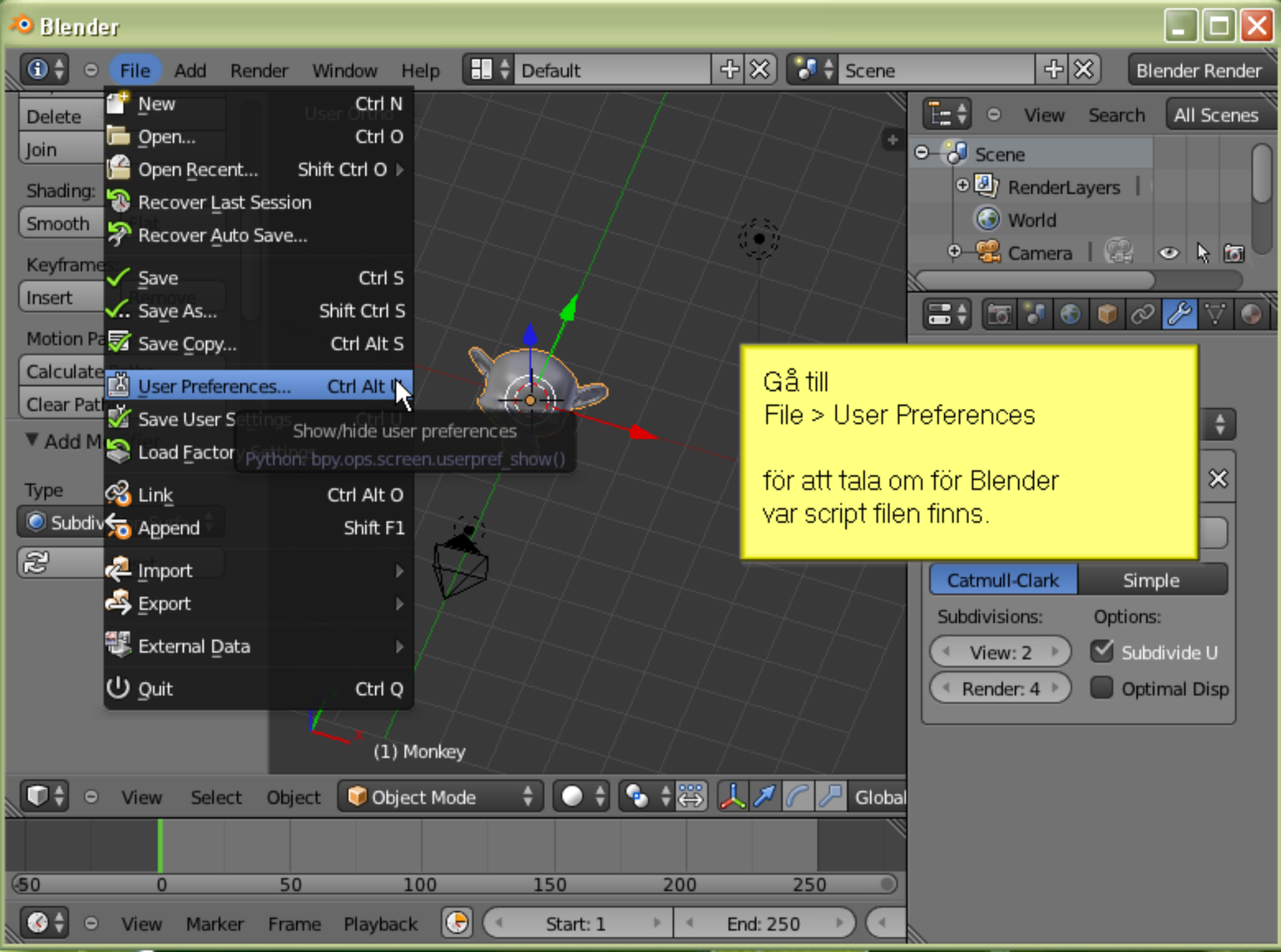
Save Link As

Copy Link Location

Inspect Element (O)

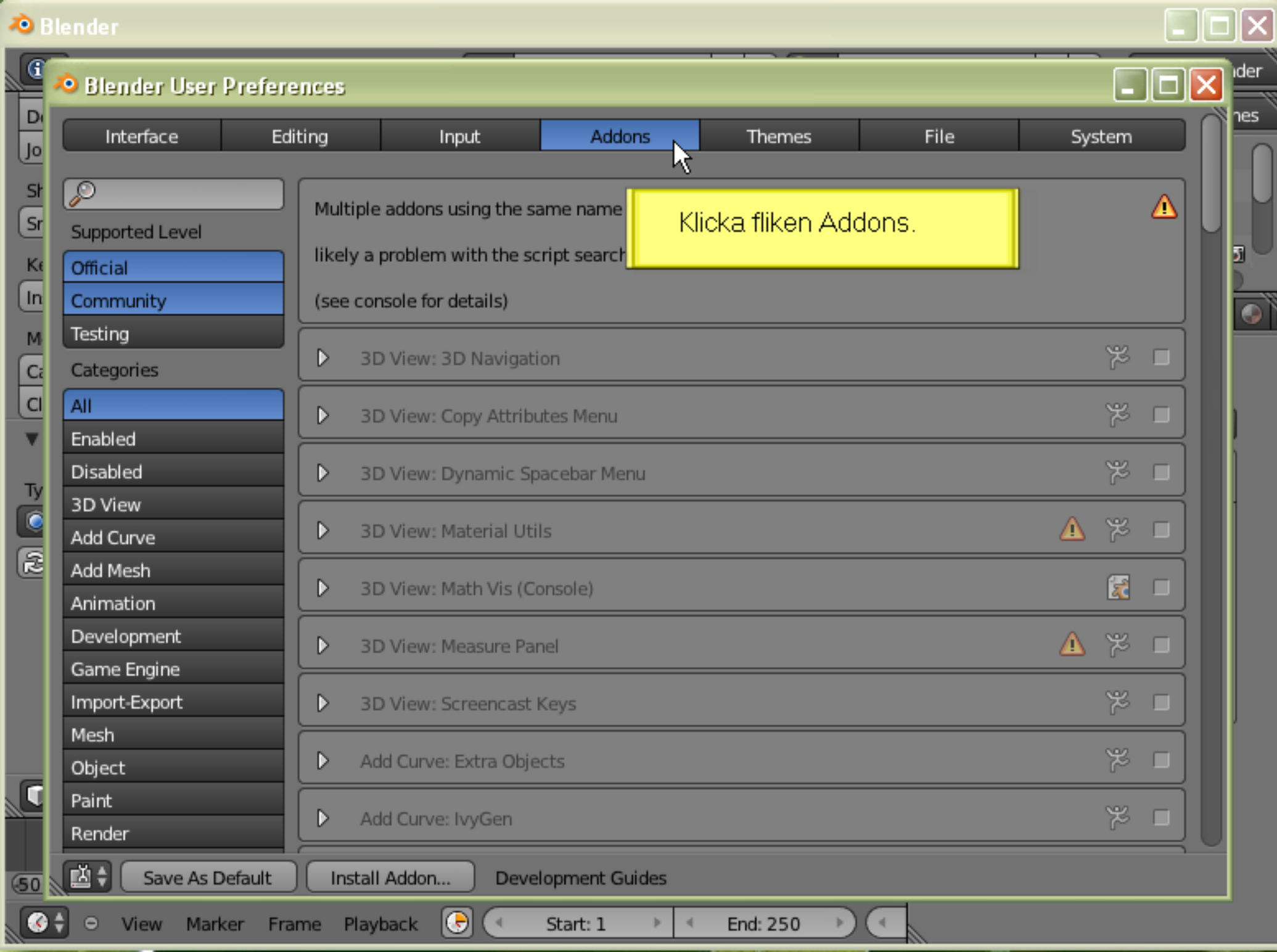
Normalt hittar du Blender här:
 C:\Program Files\Blender Foundation\Blender\
 Och där finns en mapp 2.64
 som innehåller mapparna
 scripts och sen addons.
 Där finns en massa .py-filer - scriptfiler.
 Så placera - io_import_lipSync_Importer.py - där.



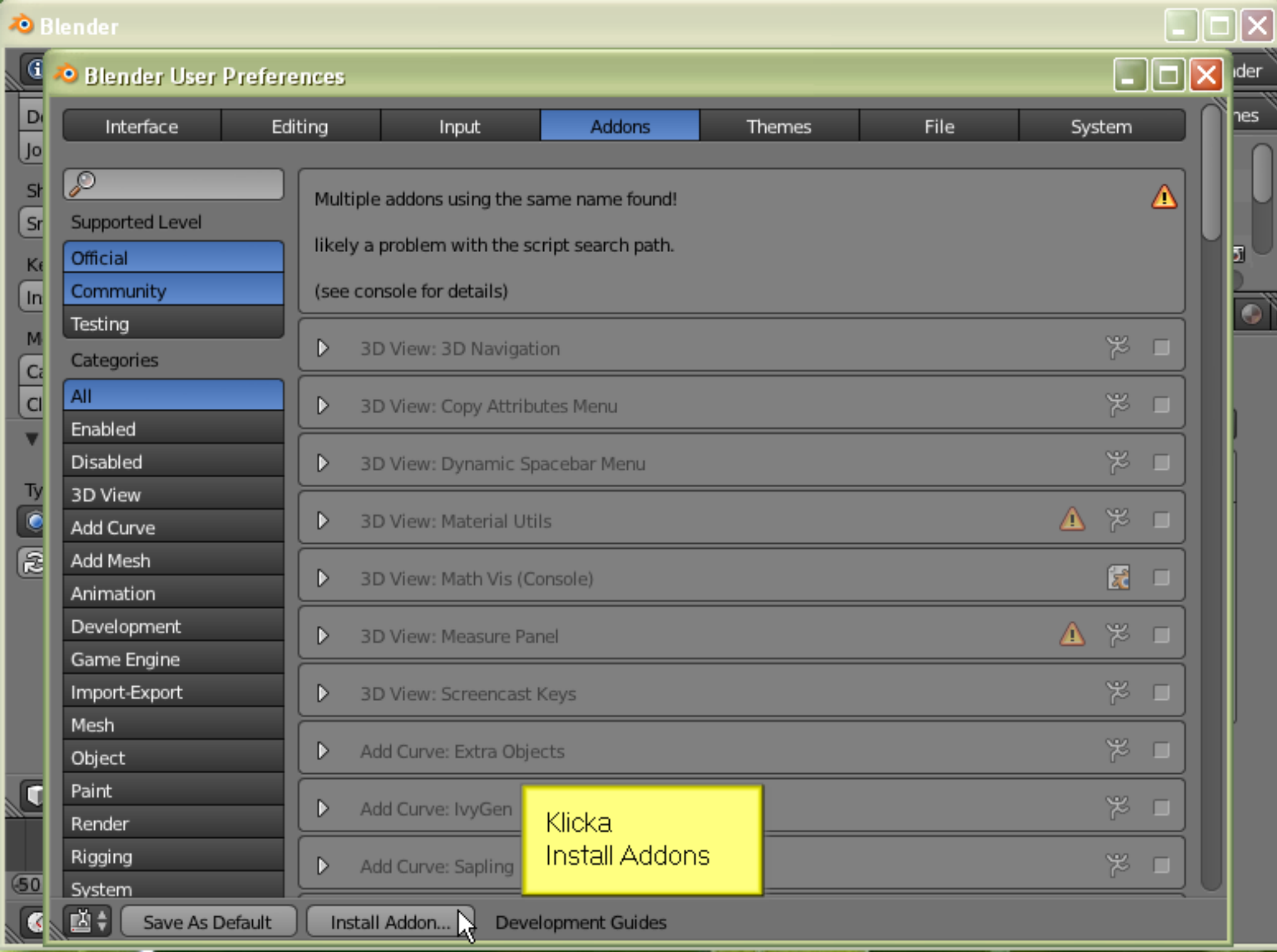


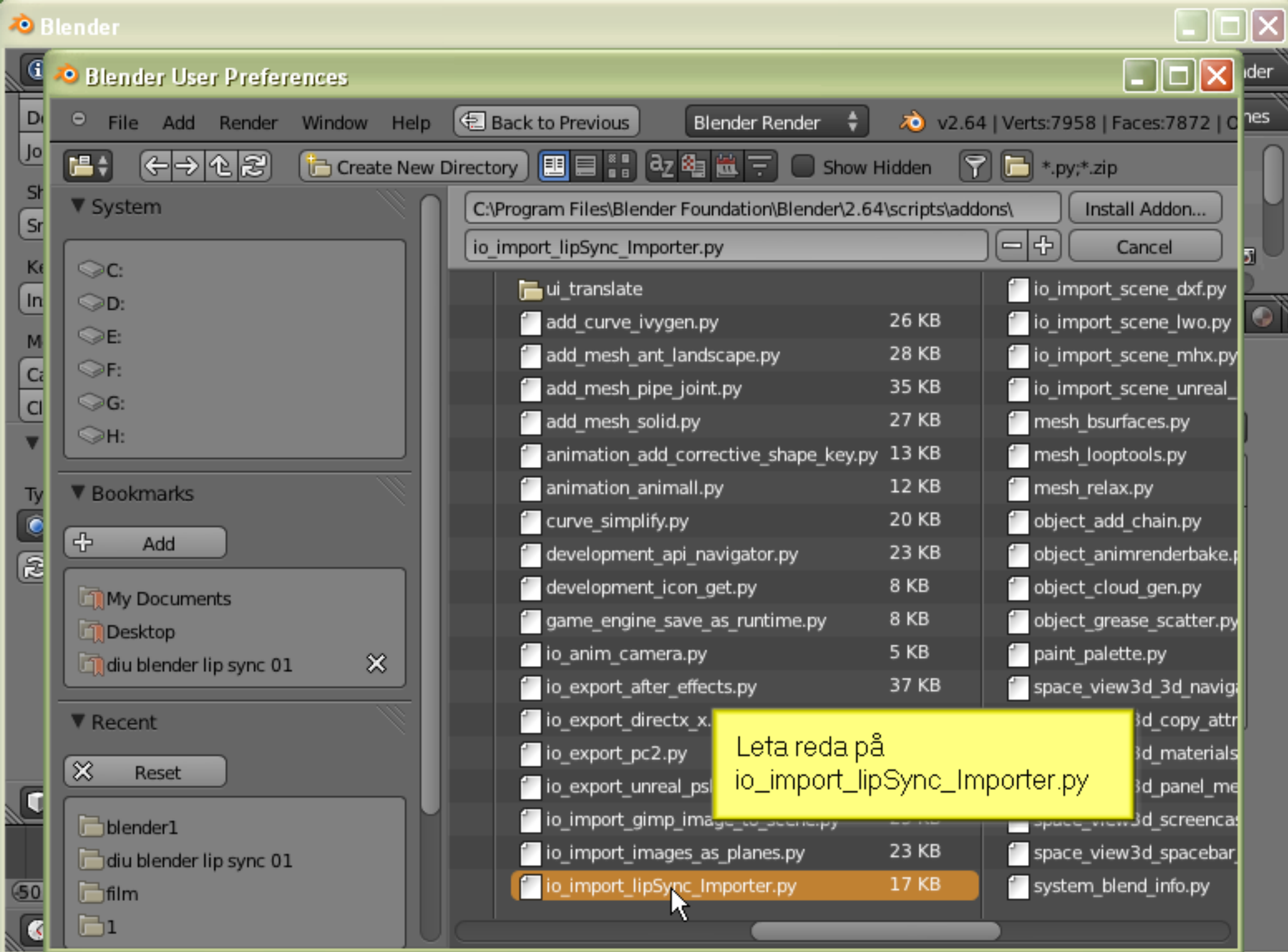
Gå till
File > User Preferences

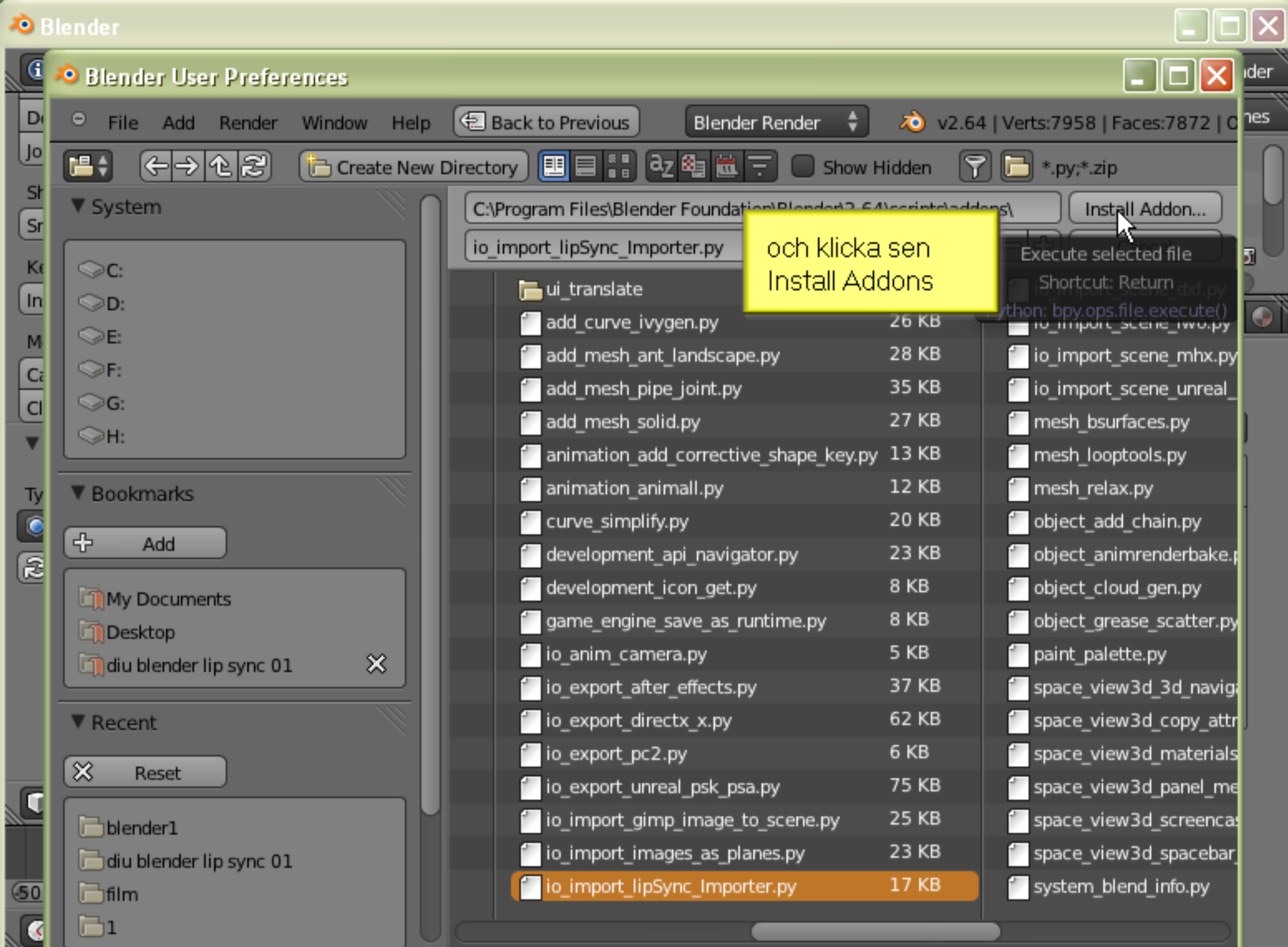
för att tala om för Blender
var script filen finns.

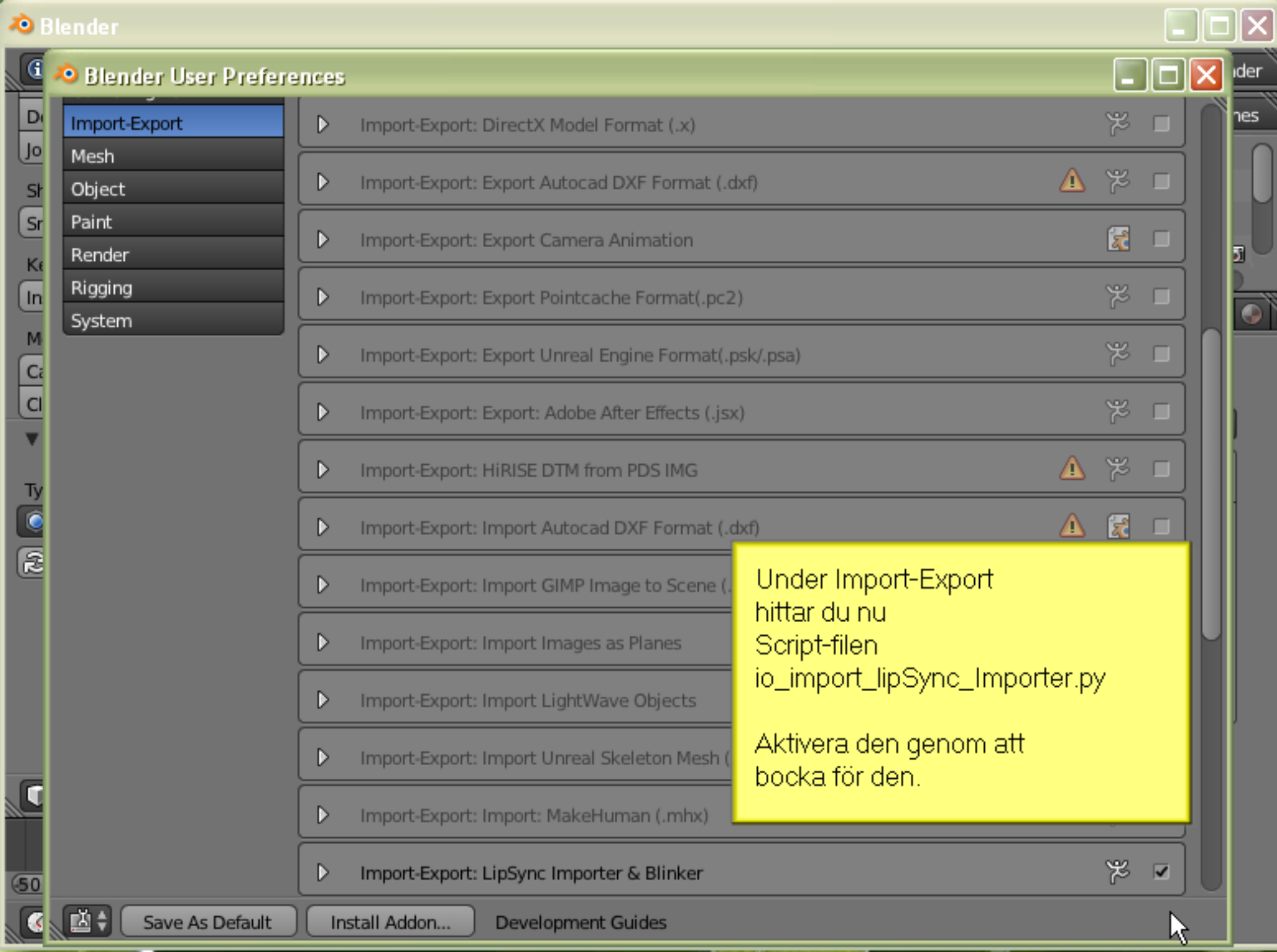


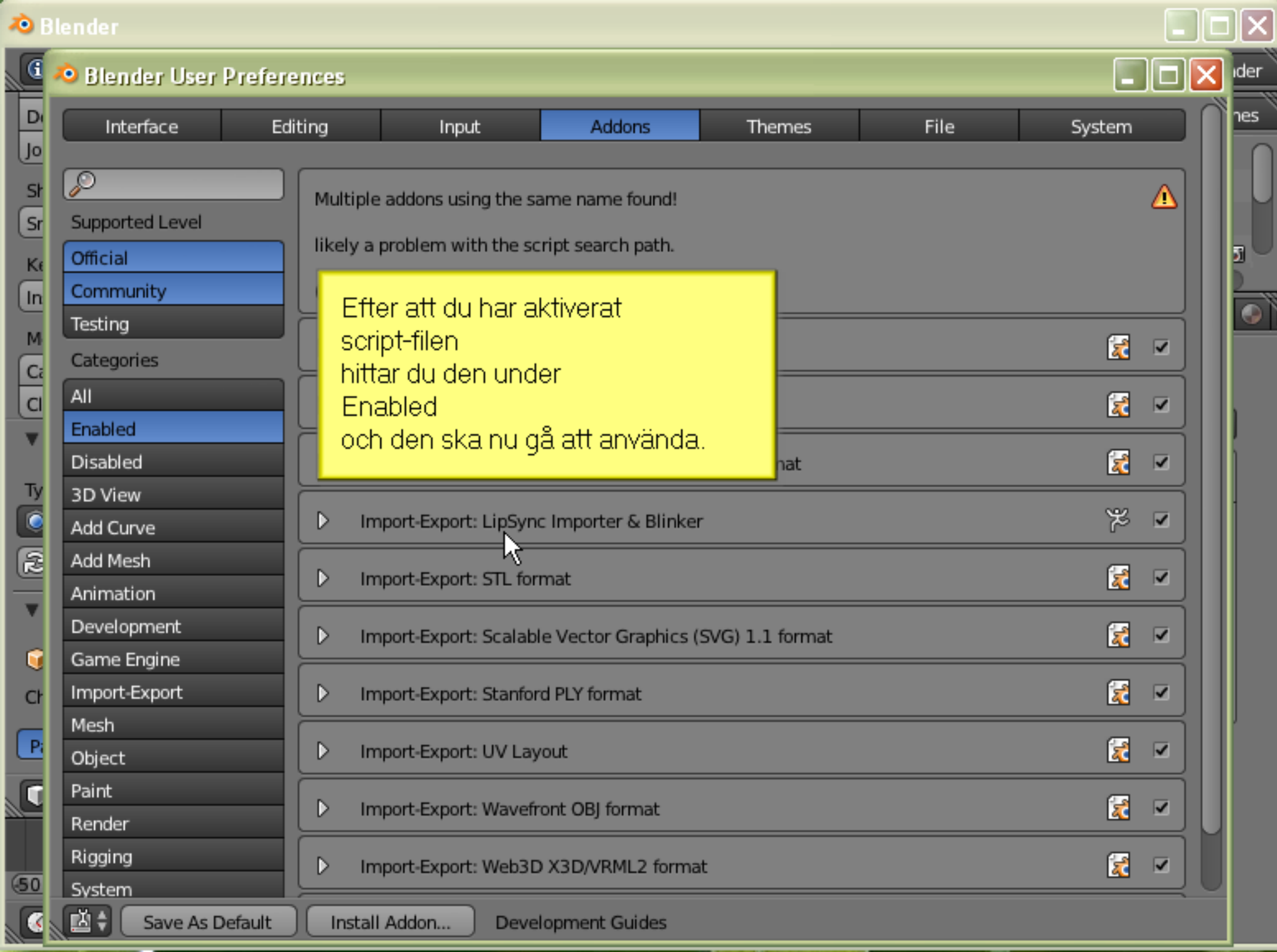
Klicka fliken Addons.











Blender User Preferences

Interface

Editing

Input

Addons

Themes

File

System



Supported Level

Official

Community

Testing

Categories

All

Enabled

Disabled

3D View

Add Curve

Add Mesh

Animation

Development

Game Engine

Import-Export

Mesh

Object

Paint

Render

Rigging

System

Multiple addons using the same name found!

likely a problem with the script search path.

Efter att du har aktiverat
script-filen
hittar du den under
Enabled
och den ska nu gå att använda.

▶ Import-Export: LipSync Importer & Blinker

▶ Import-Export: STL format

▶ Import-Export: Scalable Vector Graphics (SVG) 1.1 format

▶ Import-Export: Stanford PLY format

▶ Import-Export: UV Layout

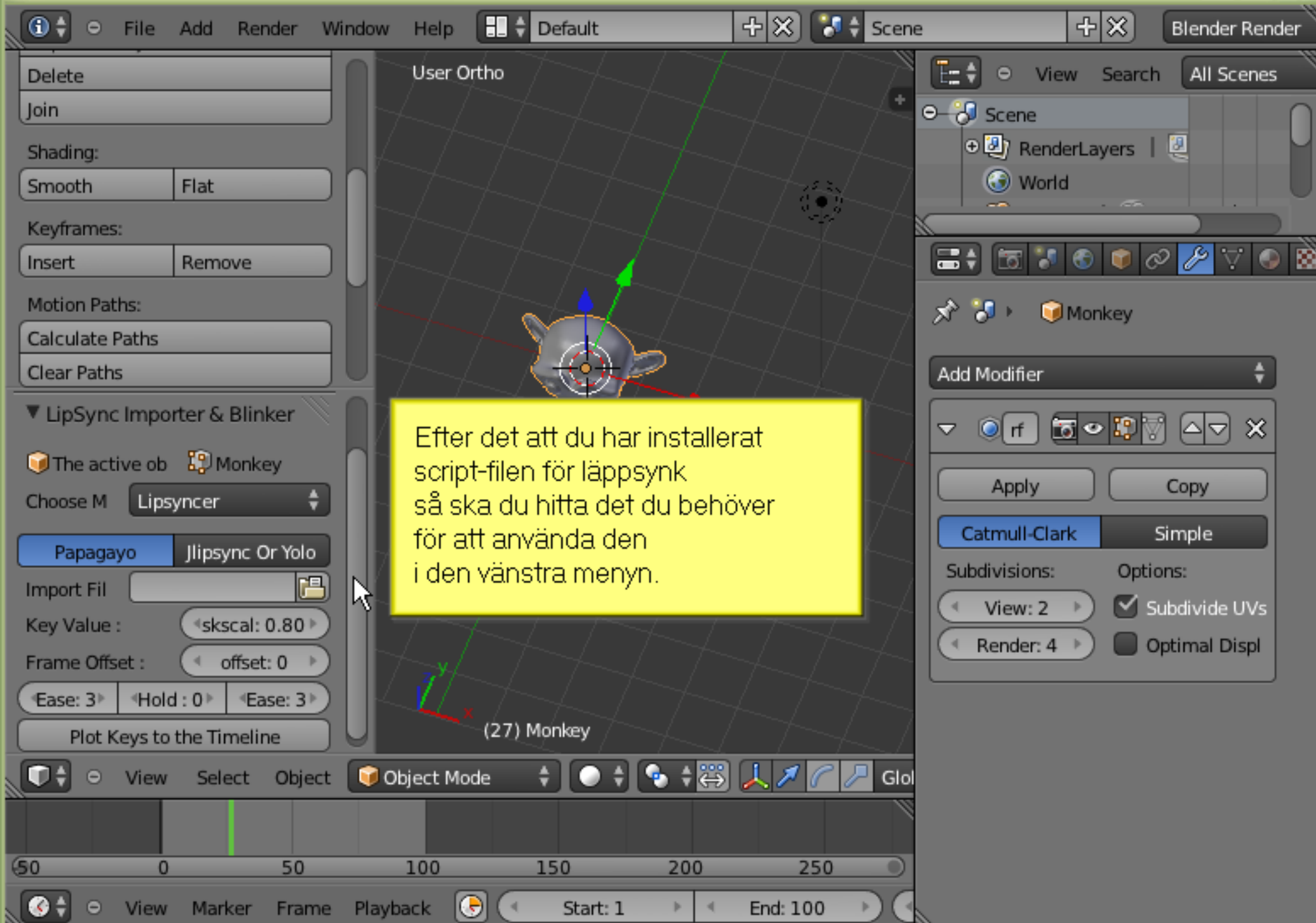
▶ Import-Export: Wavefront OBJ format

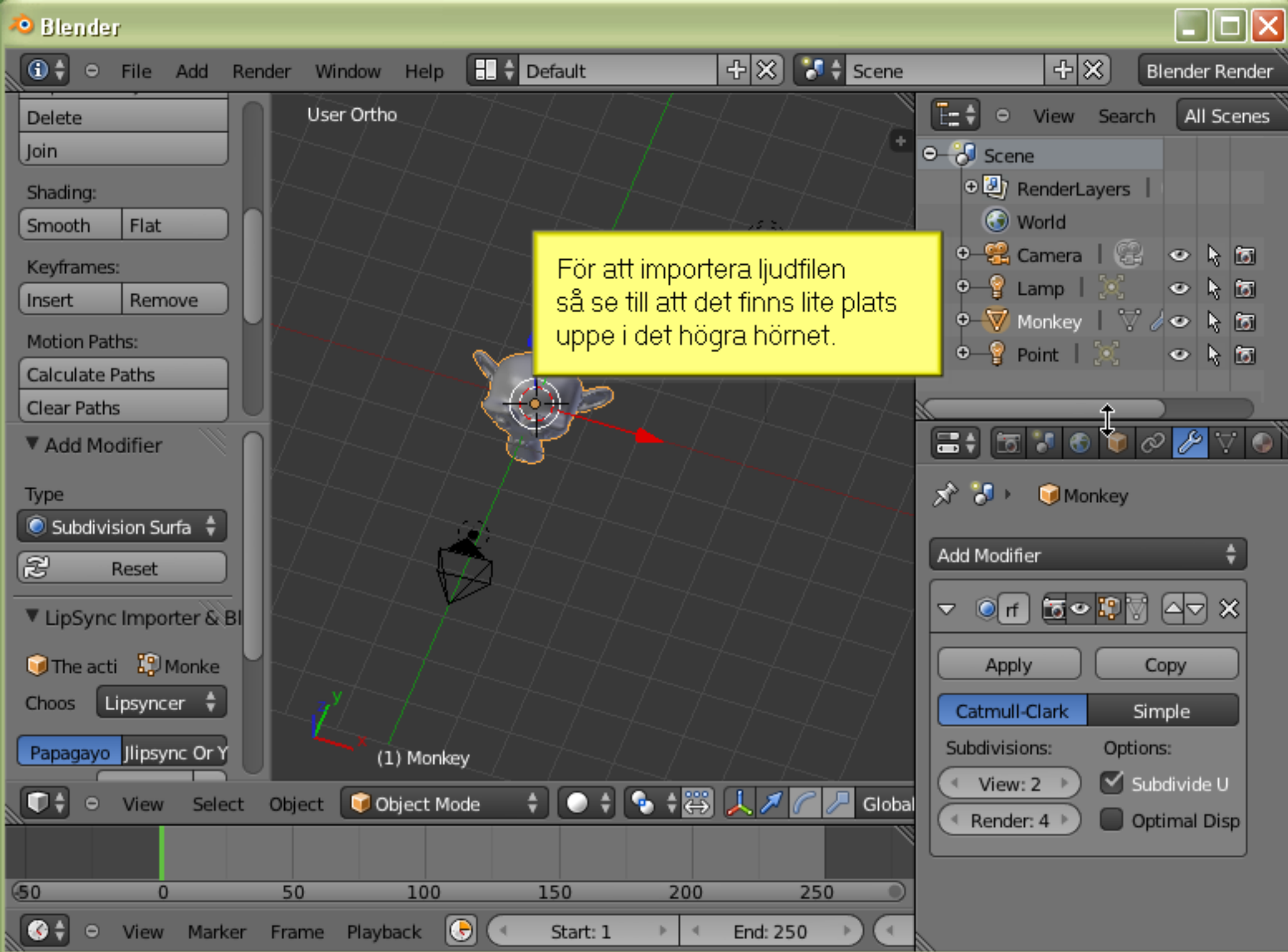
▶ Import-Export: Web3D X3D/VRML2 format

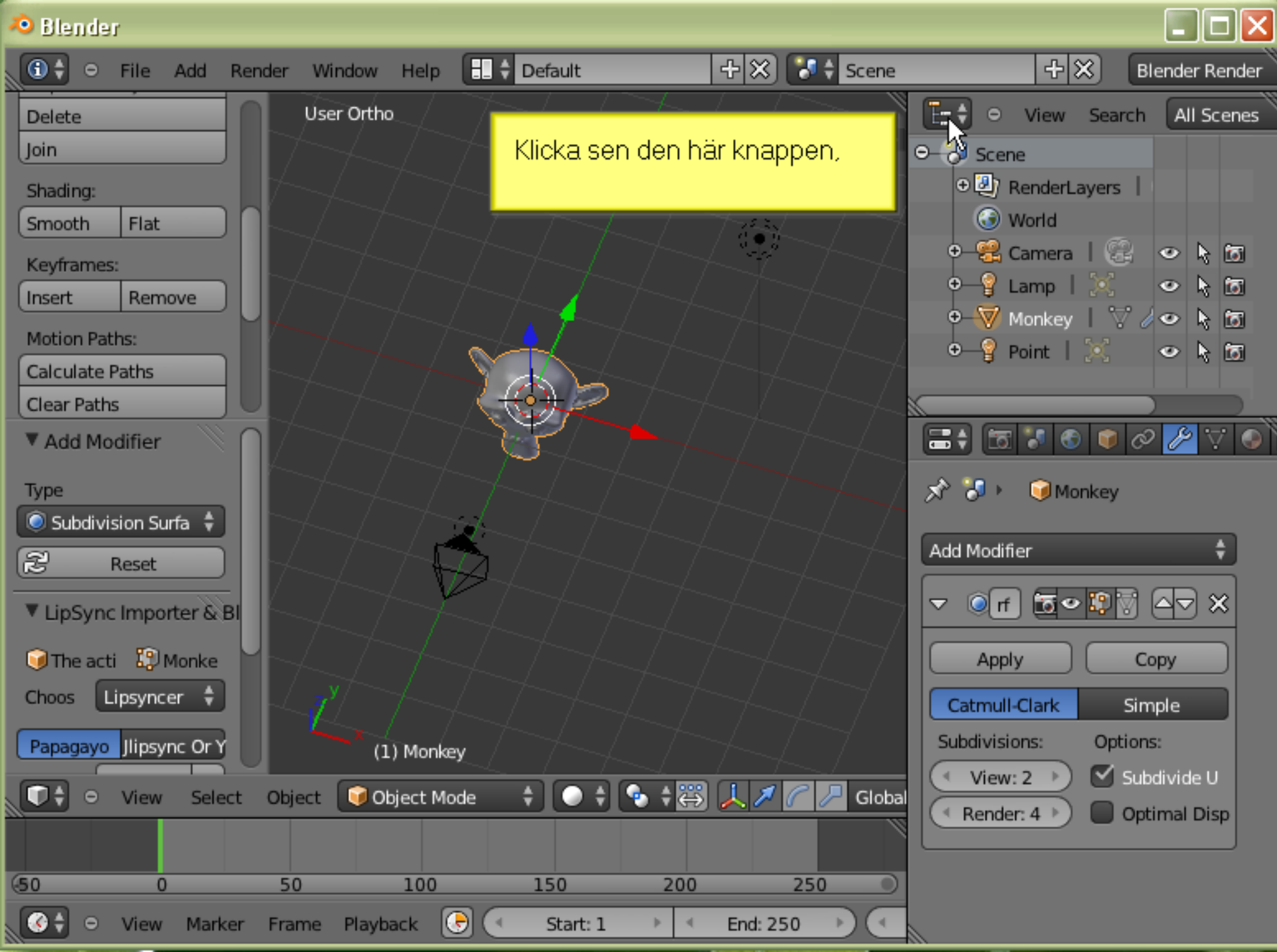
Save As Default

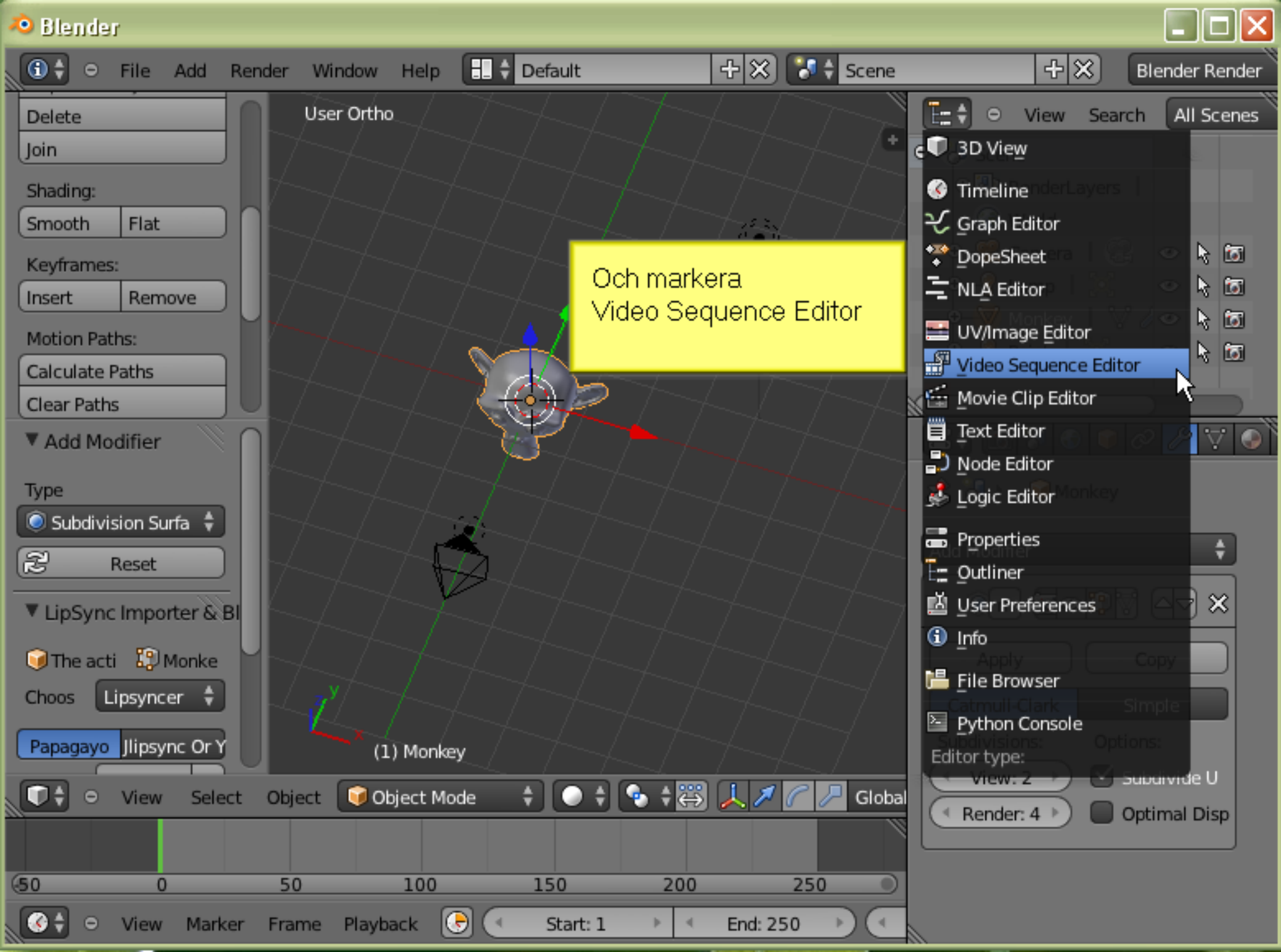
Install Addon...

Development Guides









Delete
Join

Shading:
Smooth Flat

Keyframes:
Insert Remove

Motion Paths:
Calculate Paths
Clear Paths

▼ Add Modifier

Type
Subdivision Surfa
Reset

▼ LipSync Importer & Bl

The acti Monke
Choos Lipsyncer

Papagayo Jlipsync Or Y

User Ortho

Och markera
Video Sequence Editor

(1) Monkey

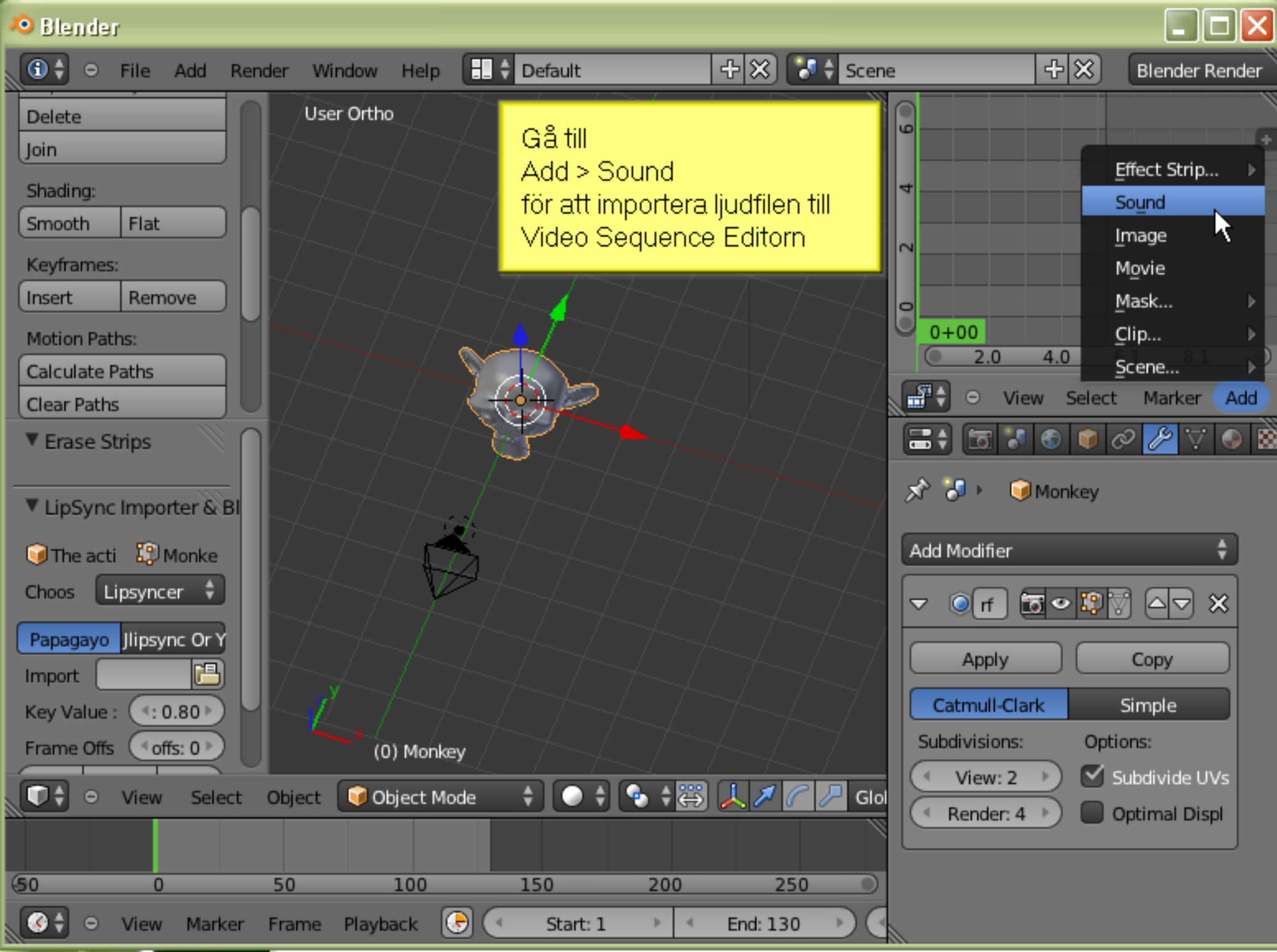
View Search All Scenes

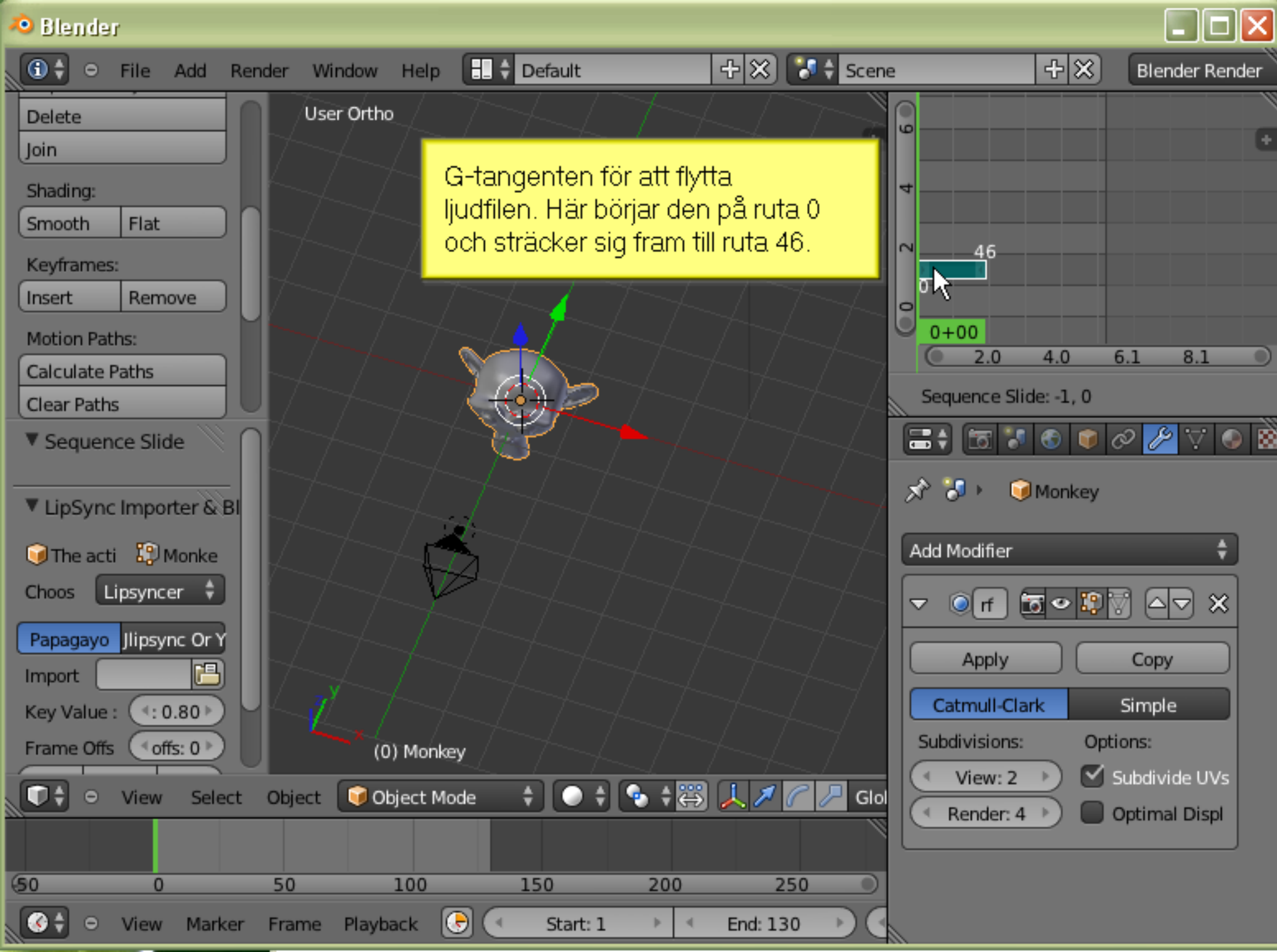
- 3D View
- Timeline
- Graph Editor
- DopeSheet
- NLA Editor
- UV/Image Editor
- Video Sequence Editor
- Movie Clip Editor
- Text Editor
- Node Editor
- Logic Editor
- Properties
- Outliner
- User Preferences
- Info
- File Browser
- Catmull-Clark
- Python Console
- Editor type:
- View: 2
- Render: 4
- Options:
Subdivide U
Optimal Disp

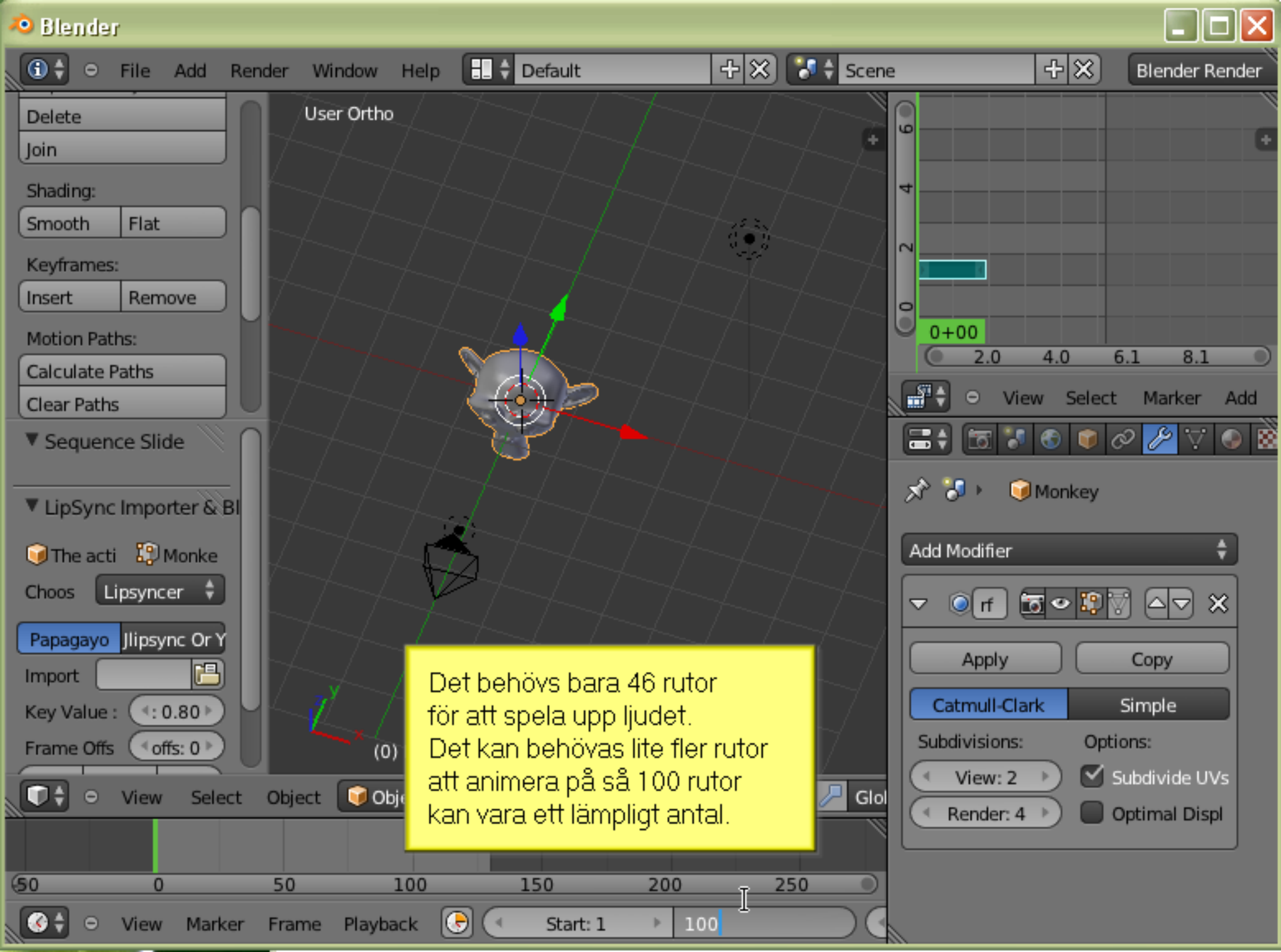
View Select Object Object Mode

50 0 50 100 150 200 250

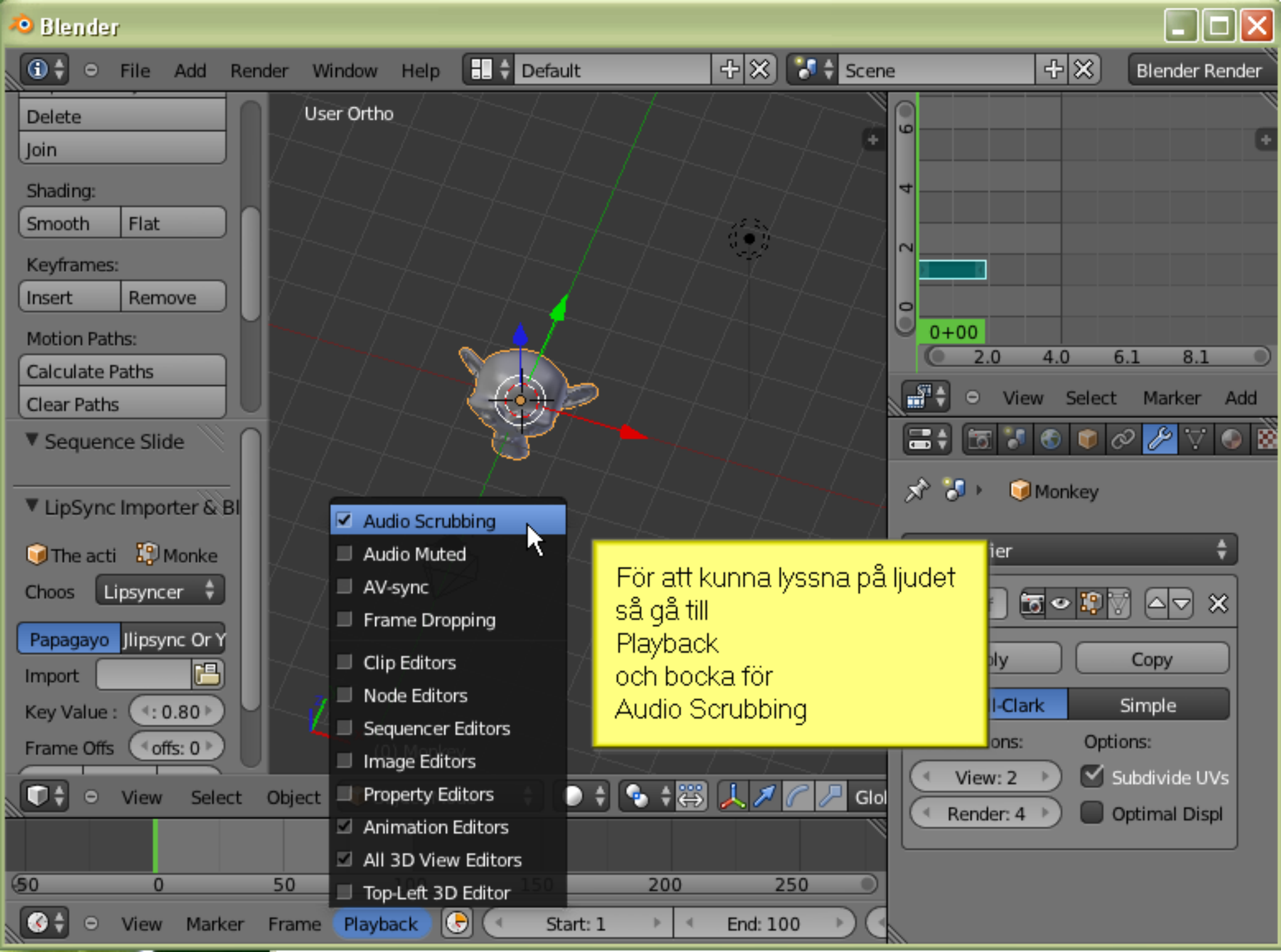
View Marker Frame Playback Start: 1 End: 250





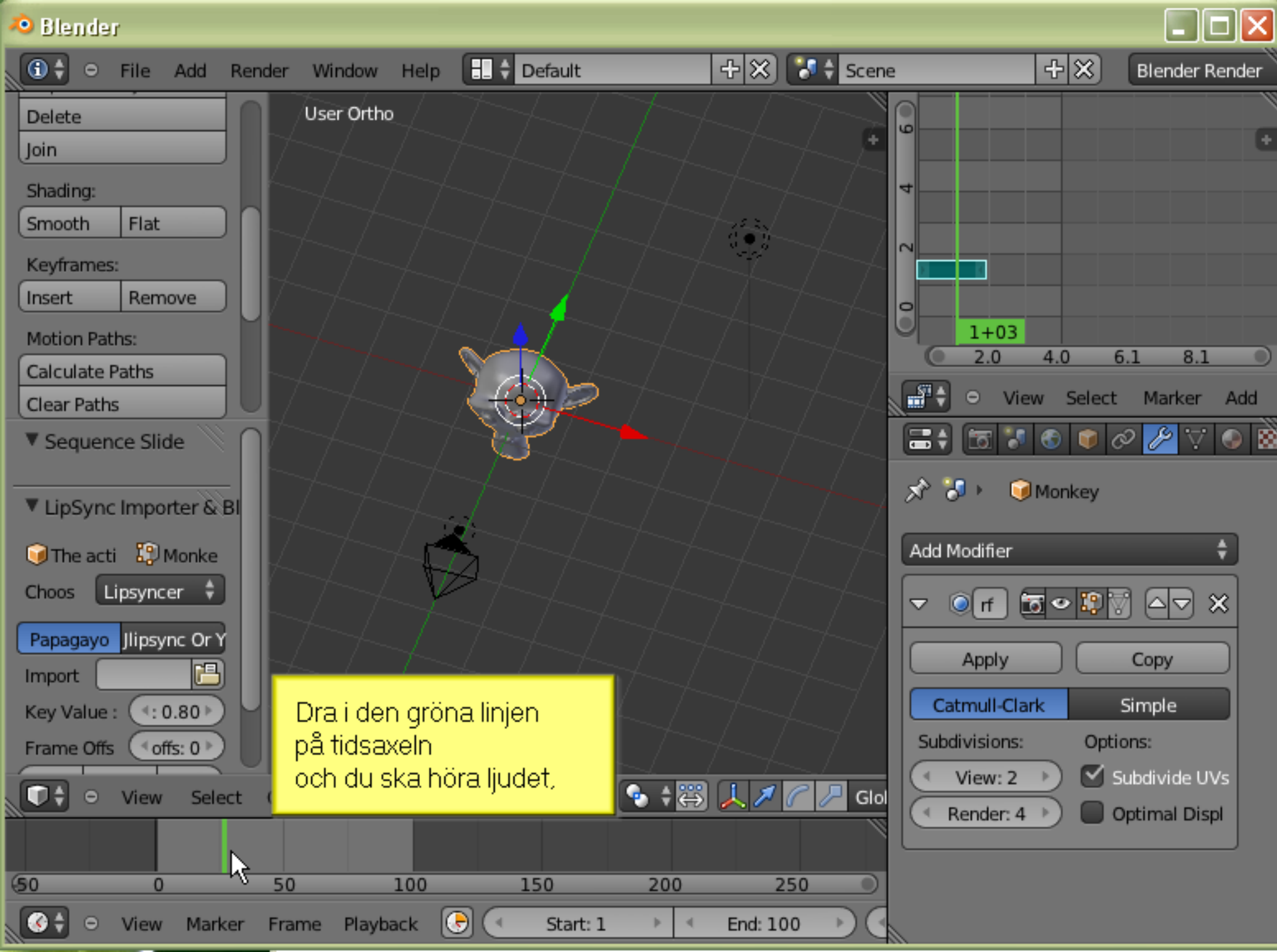


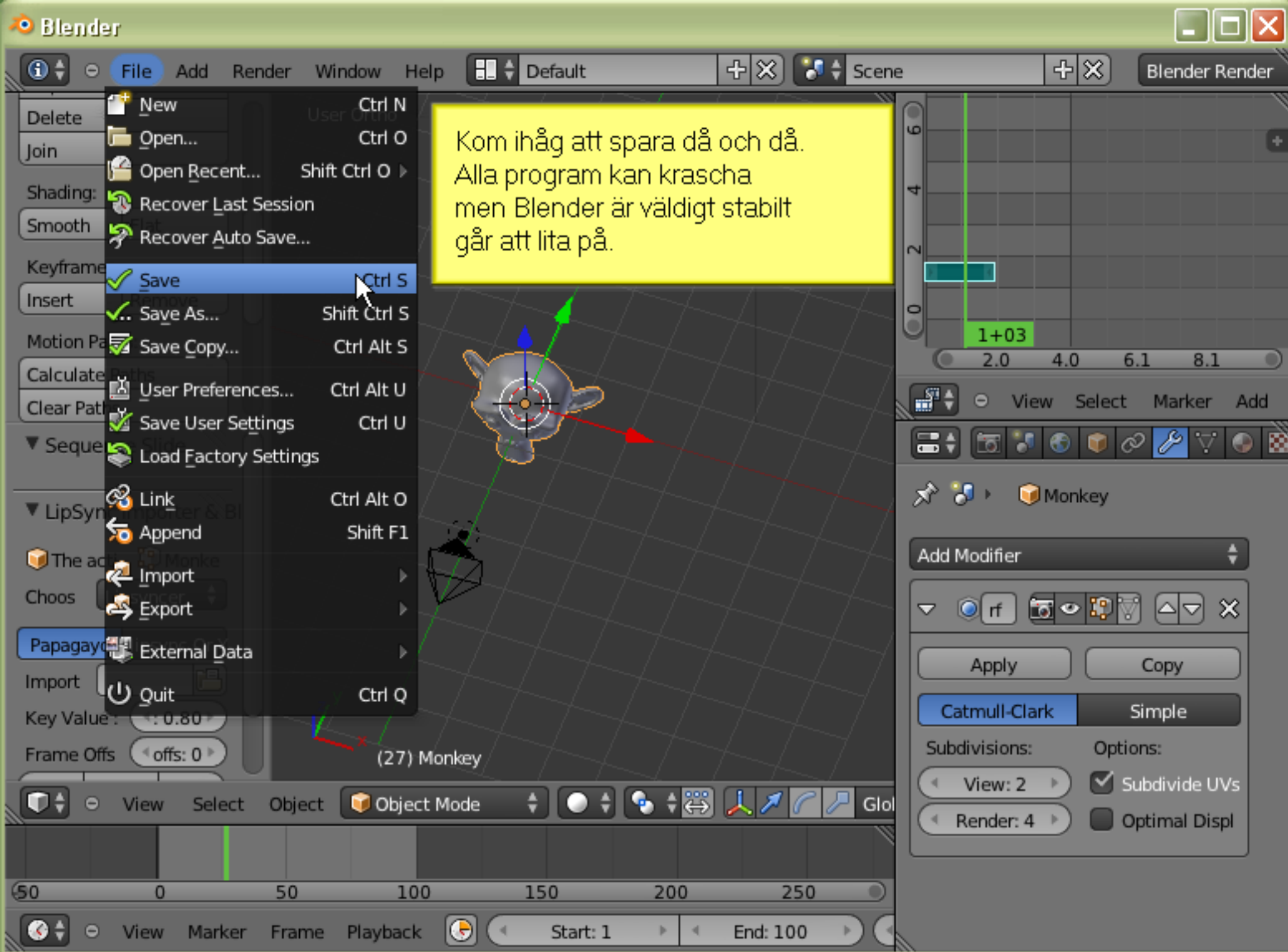
Det behövs bara 46 rutor
för att spela upp ljudet.
Det kan behövas lite fler rutor
att animera på så 100 rutor
kan vara ett lämpligt antal.



- ☒ Audio Scrubbing
- ☐ Audio Muted
- ☐ AV-sync
- ☐ Frame Dropping
- ☐ Clip Editors
- ☐ Node Editors
- ☐ Sequencer Editors
- ☐ Image Editors
- ☐ Property Editors
- ☒ Animation Editors
- ☒ All 3D View Editors
- ☐ Top-Left 3D Editor

För att kunna lyssna på ljudet
så gå till
Playback
och bocka för
Audio Scrubbing





Papagayo använder sig av de här munnarna för olika ljud. Du behöver skapa de här munnarna i Blender. AI, E, L, FV och etc liknar varandra. Tänderna i överkäken visas i alla - FV och etc är dock mer slutna. O, U och WQ är rundade. MBP och rest är slutna. När du skapar munnarna i Blender så måste du använda stora och små bokstäver precis som i munnarnas beteckningar: AI, E, L, FV, etc, O, U, WQ, MBP, rest



AI



E



L



FV



etc



O



U



WQ



MBP



rest



(27) Monkey

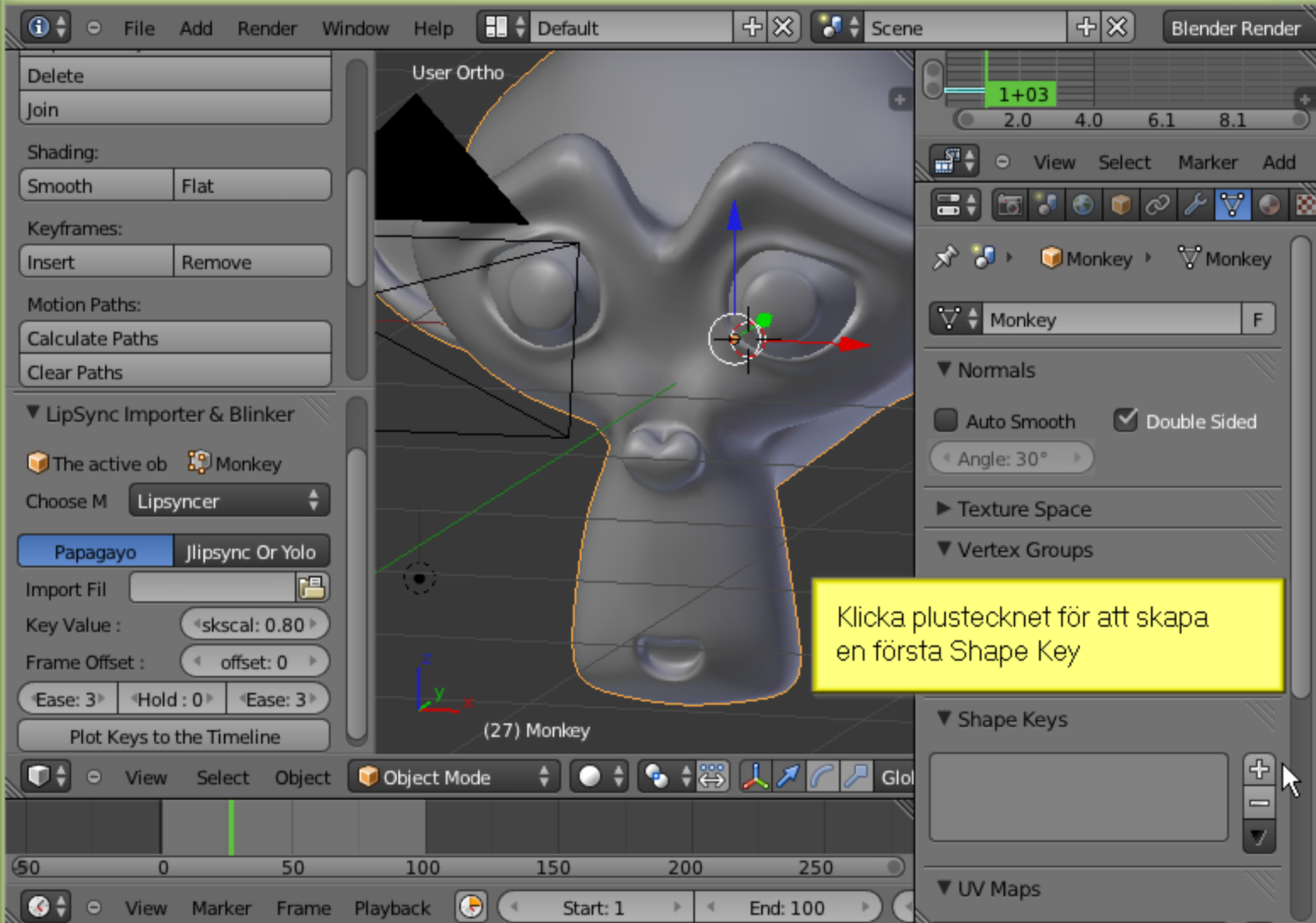
8.1

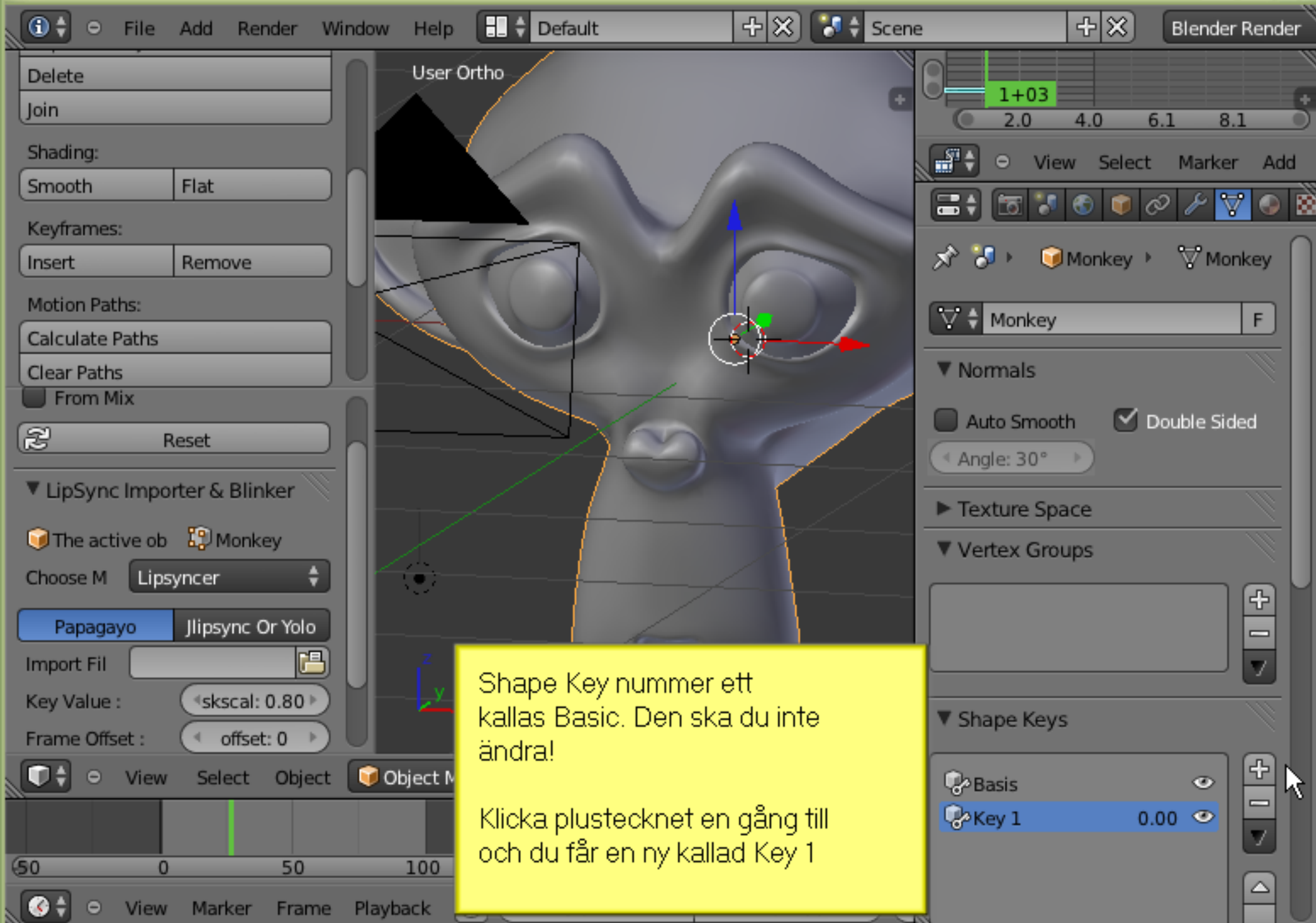
Add

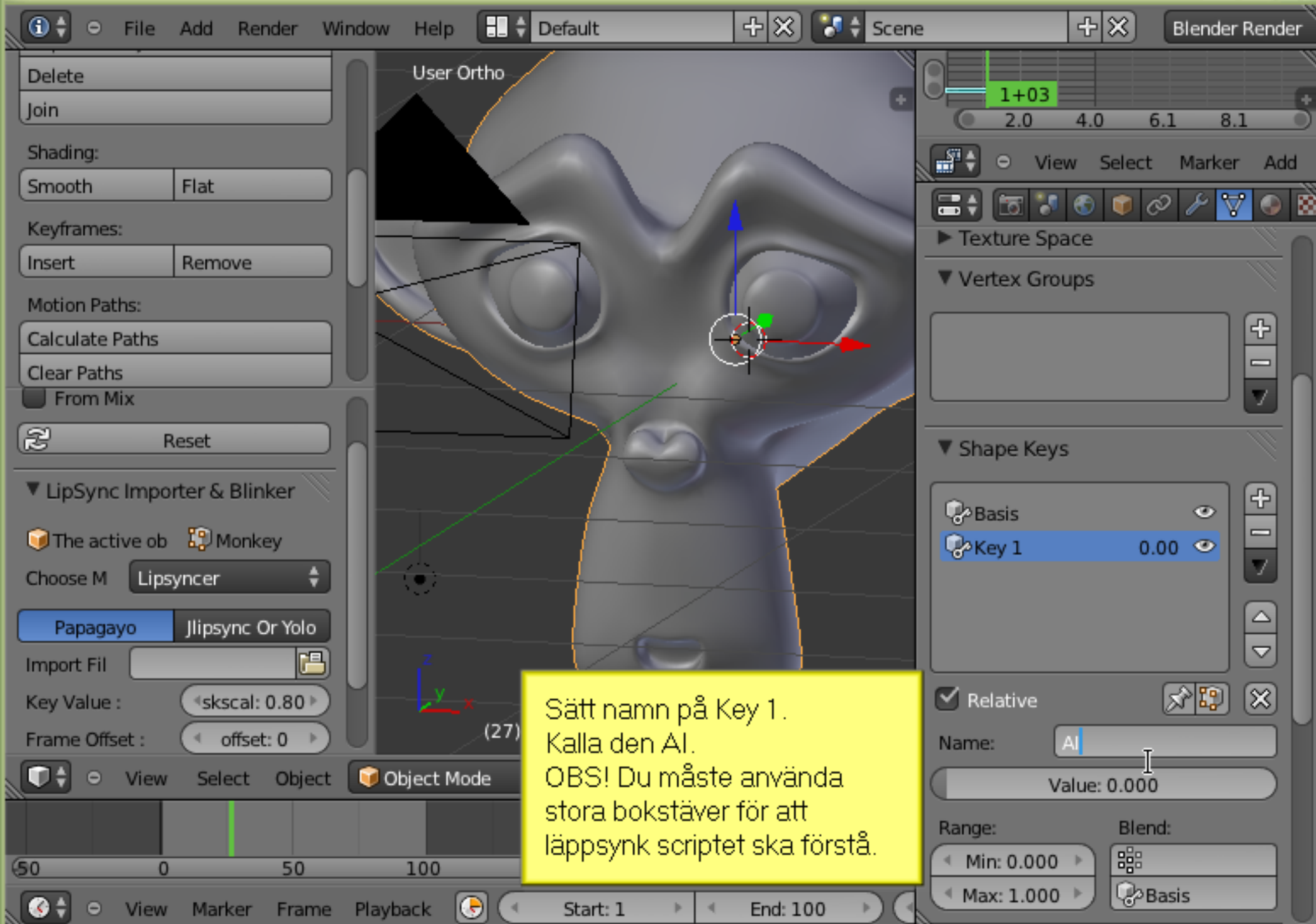
Object Data

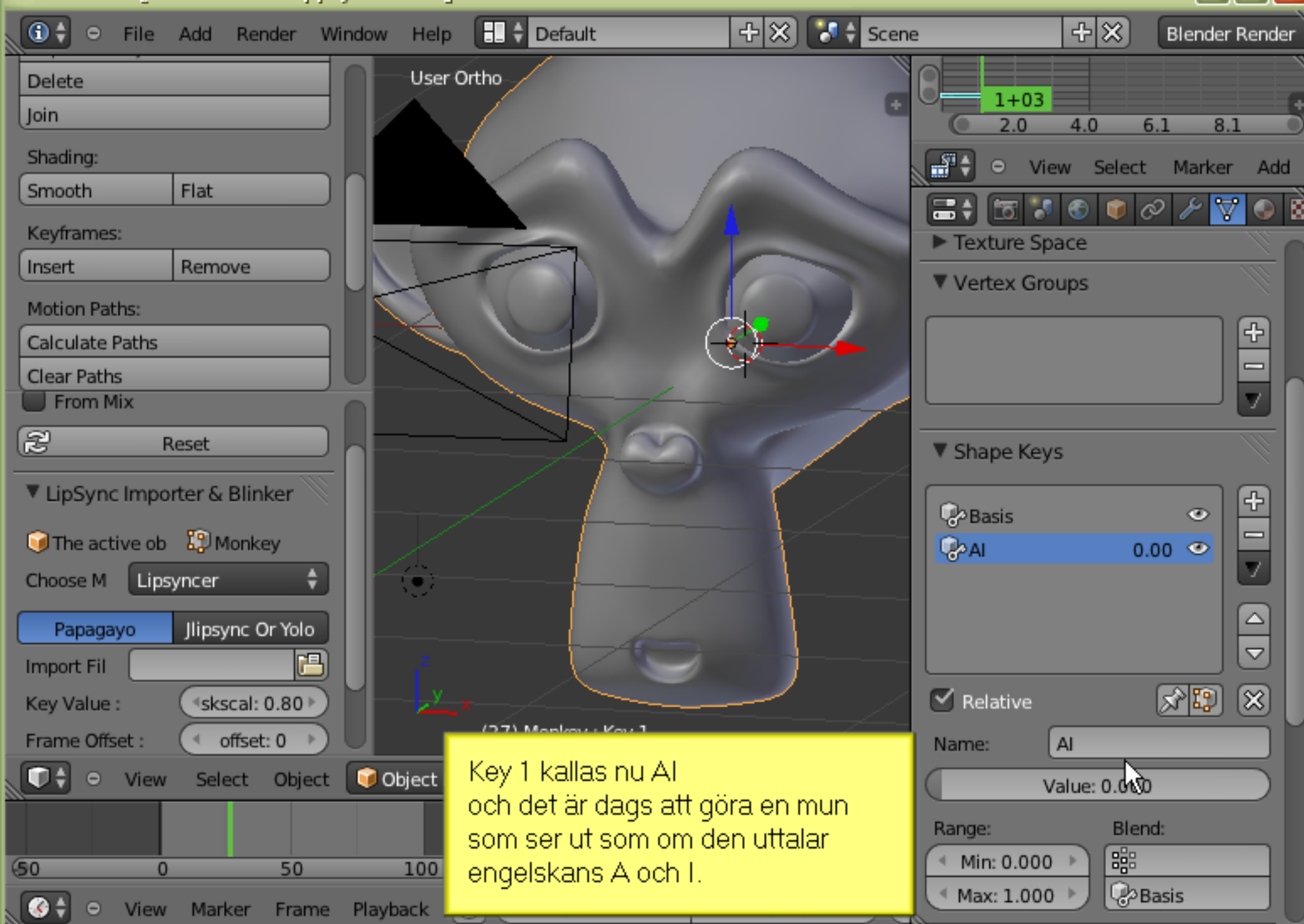
F	
---	--

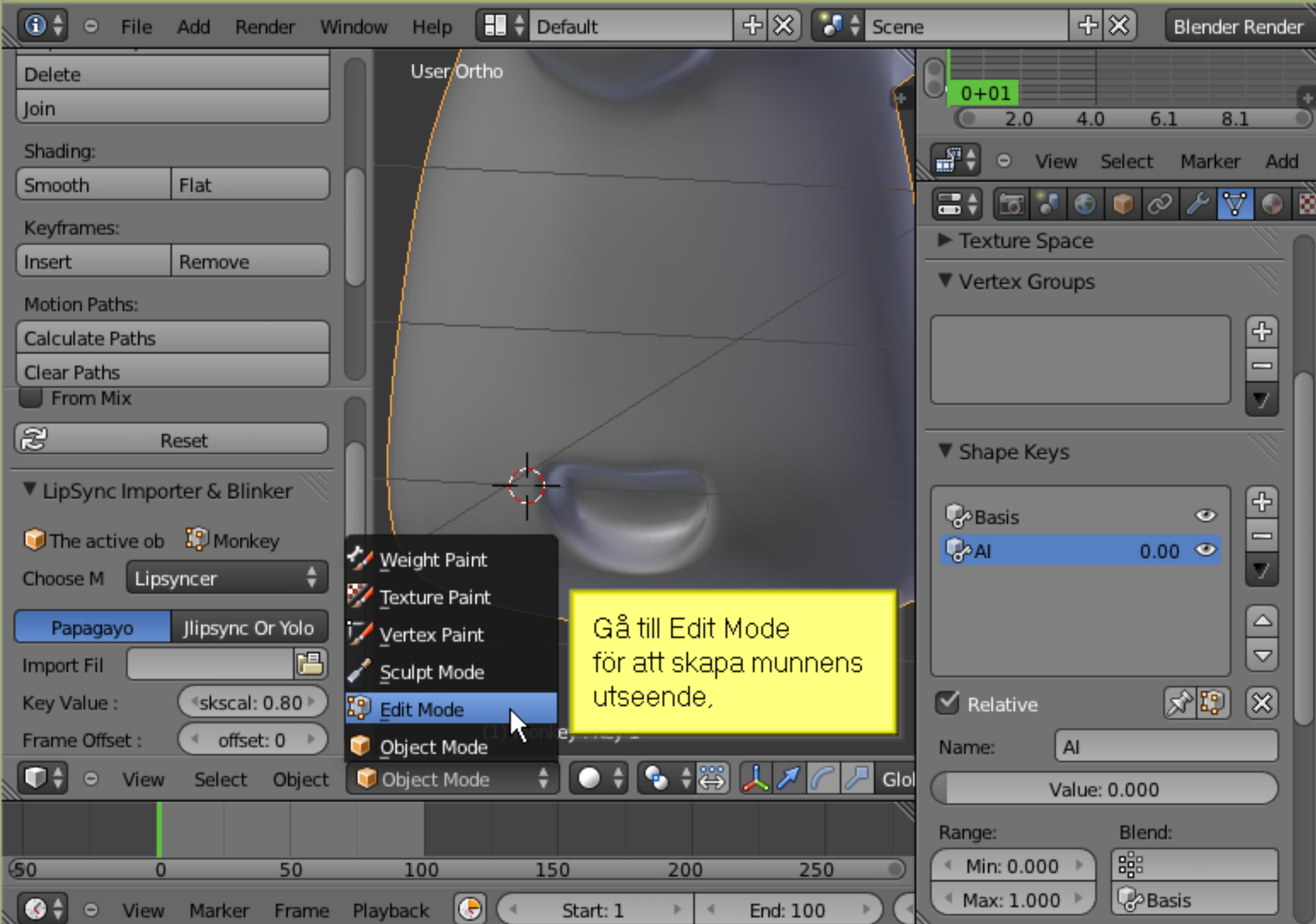
▼ UV Maps











Blender interface showing a 3D model of a monkey head in Edit Mode. The model is a brown, textured mesh with orange wireframe edges. A red crosshair indicates the selected vertex on the monkey's face.

Left Panel (Tools Shelf):

- Edge Slide
- Noise
- Smooth Vertex
- Add:
 - Extrude Region
 - Extrude Individual
 - Subdivide
 - Loop Cut and Slide
 - Duplicate
 - Spin
- ▼ LipSync Importer & Blinker
 - The active ob Monkey
 - Choose M Lipsyncer
 - Papagayo Jlipsync Or Yolo
 - Import Fil
 - Key Value : <skscal: 0.80>
 - Frame Offset : <offset: 0>
 - <Ease: 3> <Hold: 0> <Ease: 3>
 - Plot Keys to the Timeline

Top Bar: Default, Scene, Blender Render

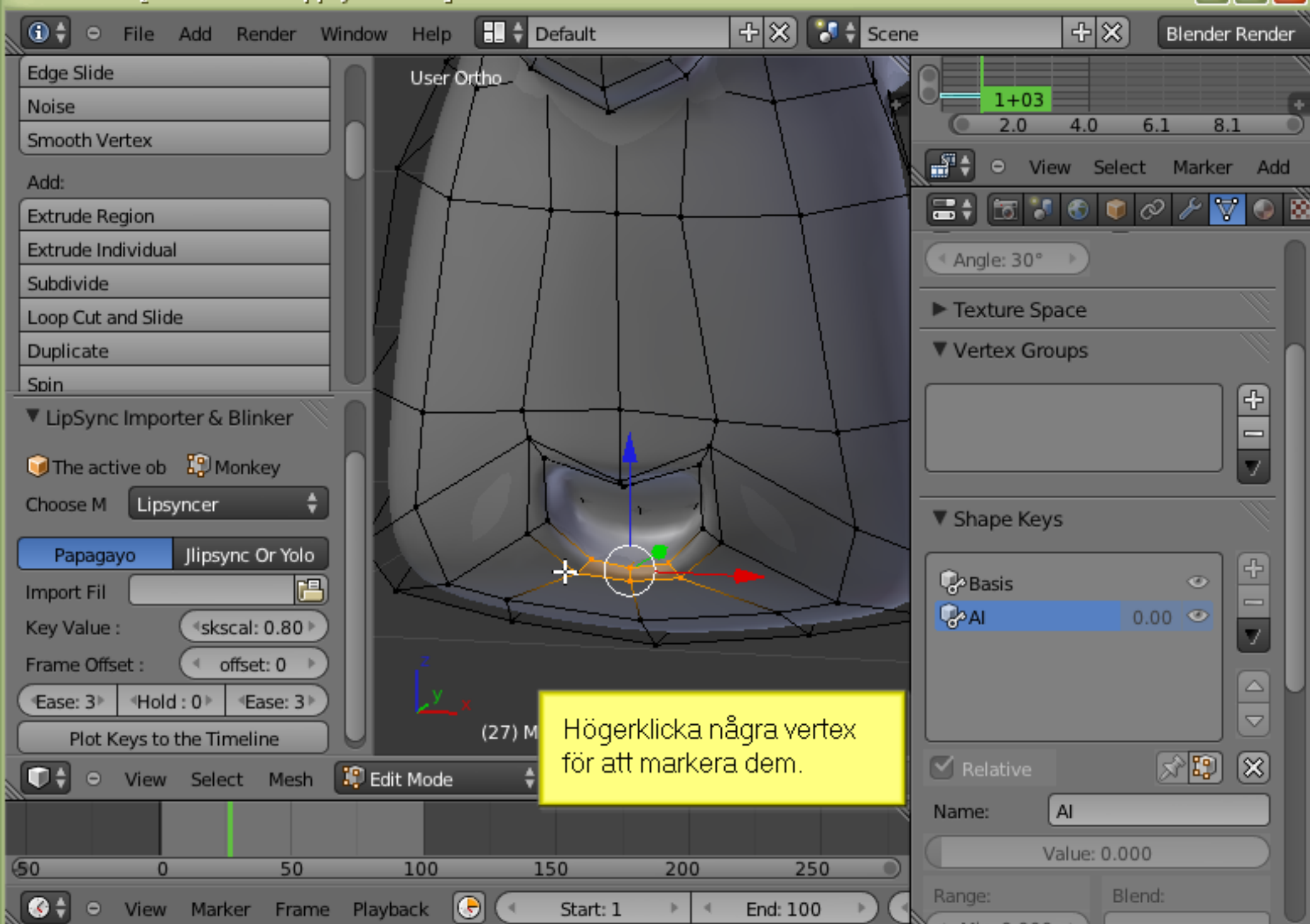
Right Panel:

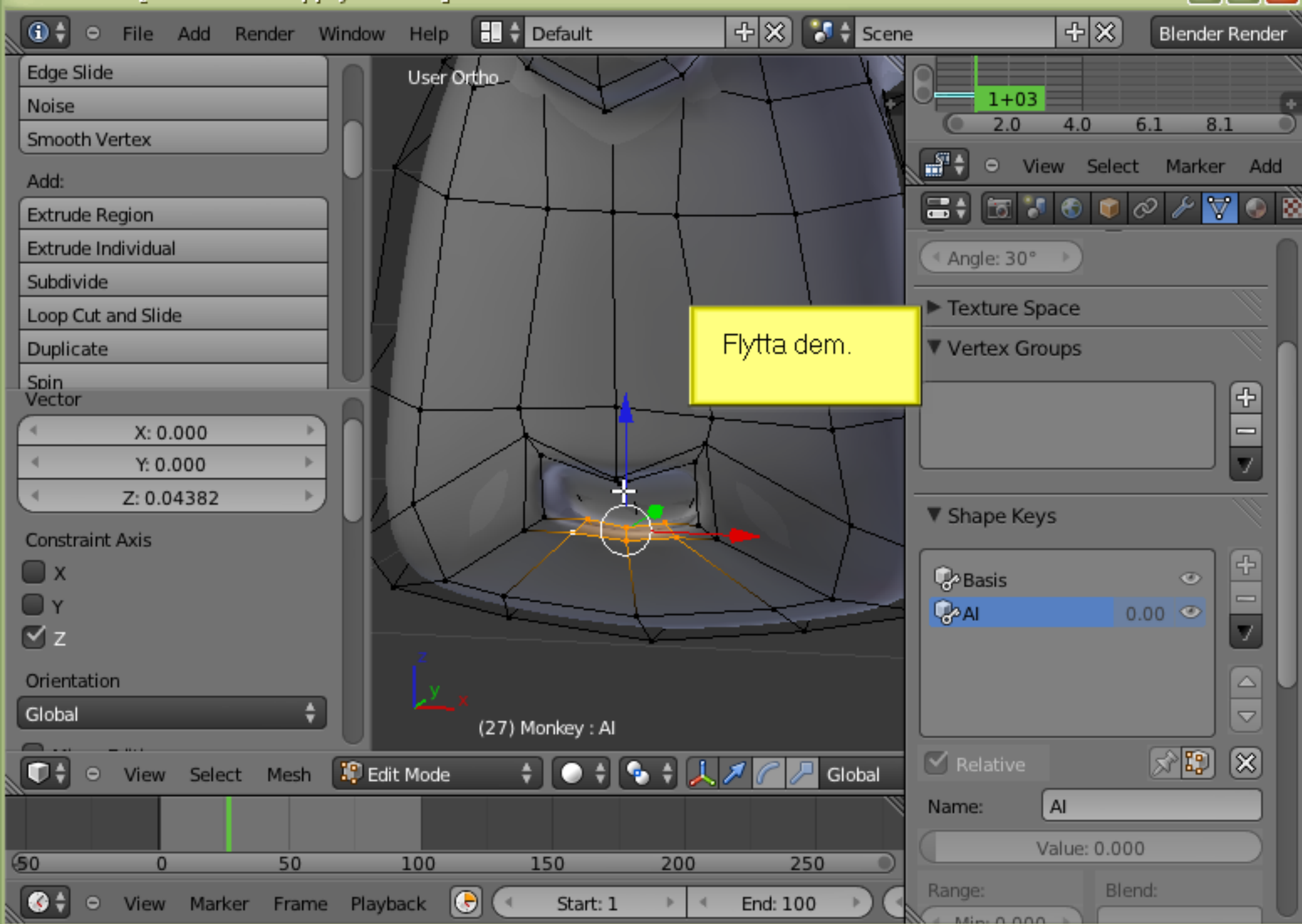
- Texture Space
- ▼ Vertex Groups
- Shape Keys
 - Basi
 - AI 0
- Rela
- Name: AI
- Value: 0.000
- Range: <0.00> <1.00>
- Blend: Basis

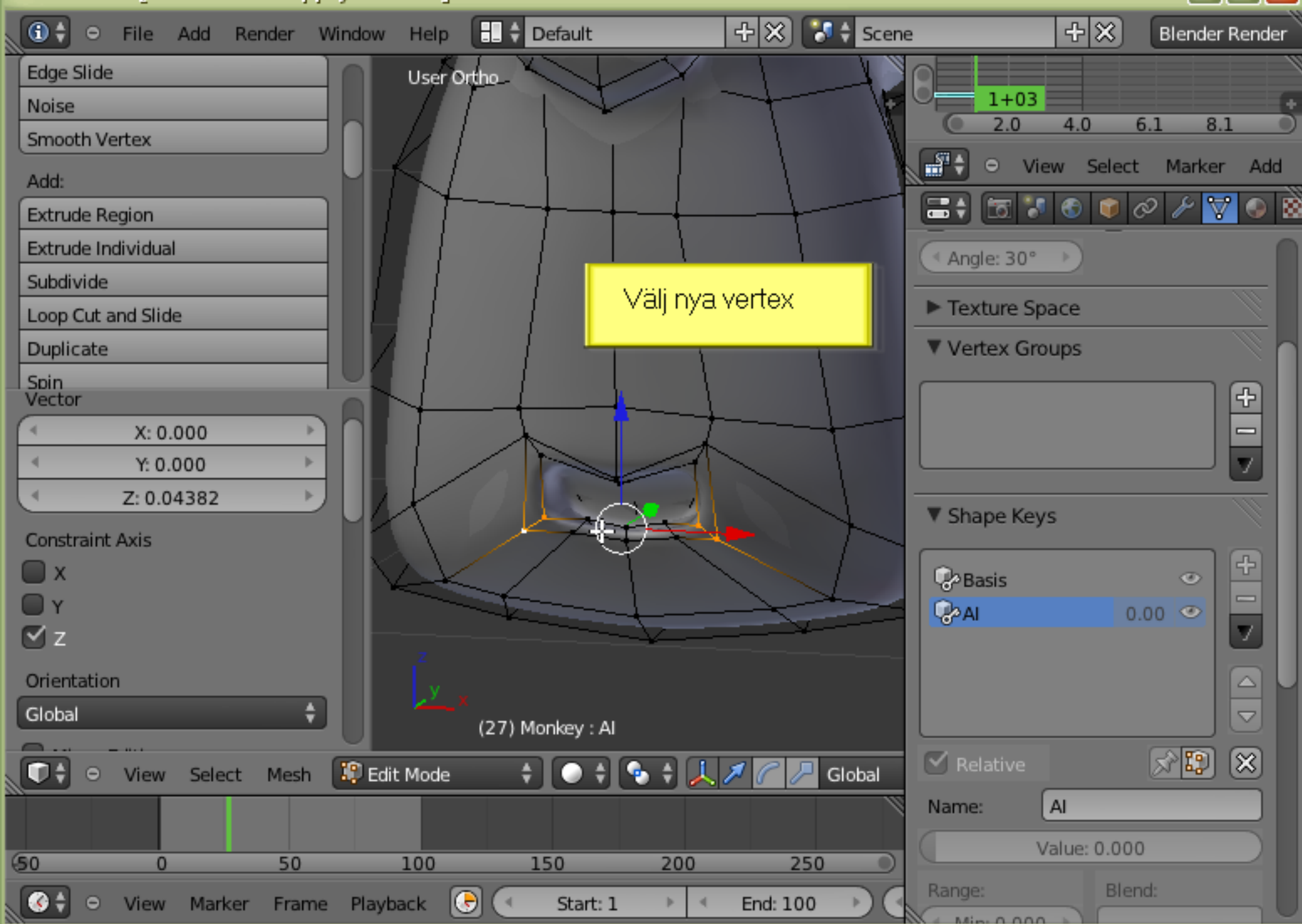
Bottom Bar: View, Select, Mesh, Edit Mode, (1) Monkey : AI

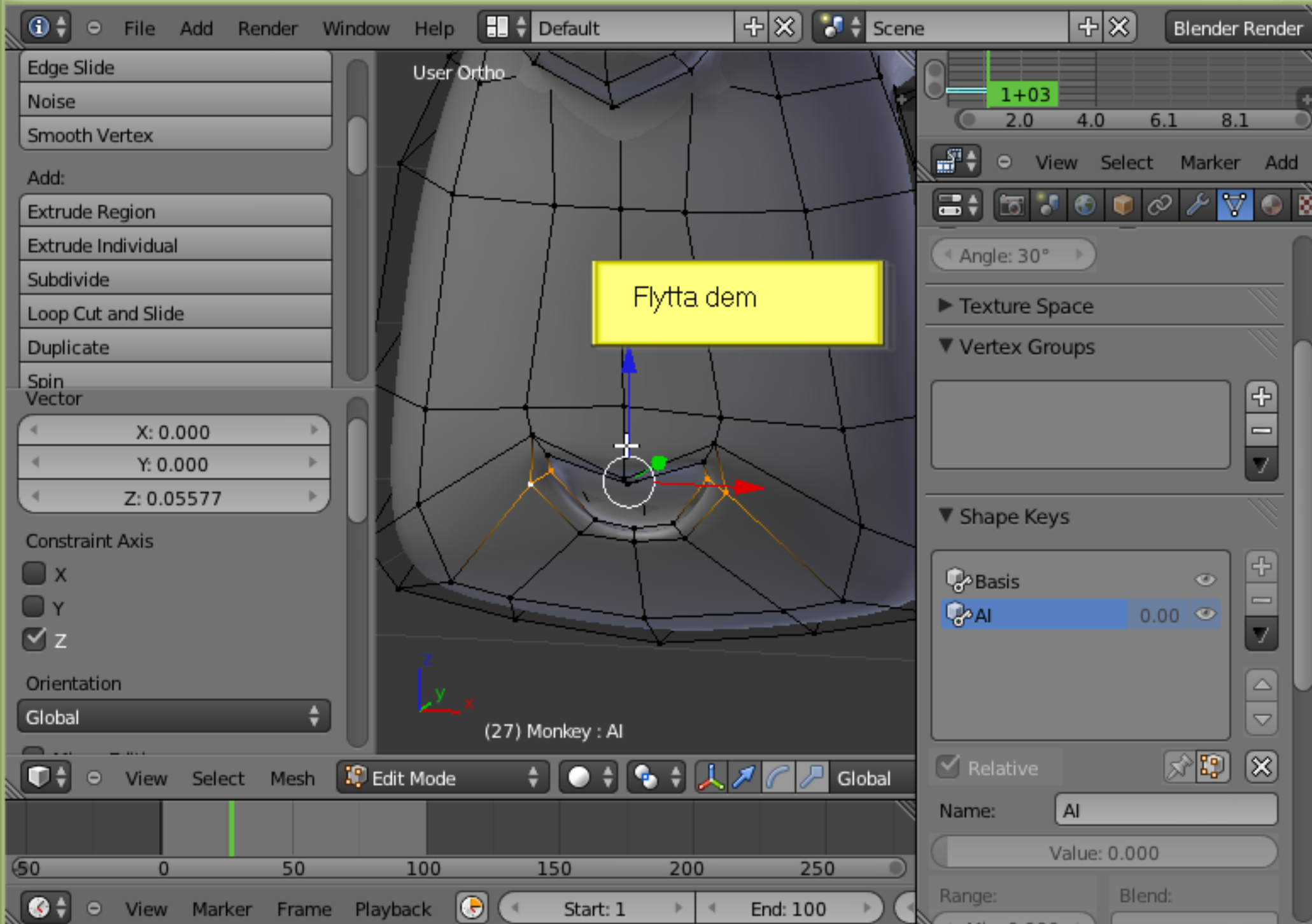
Timeline: Start: 1, End: 100, 1

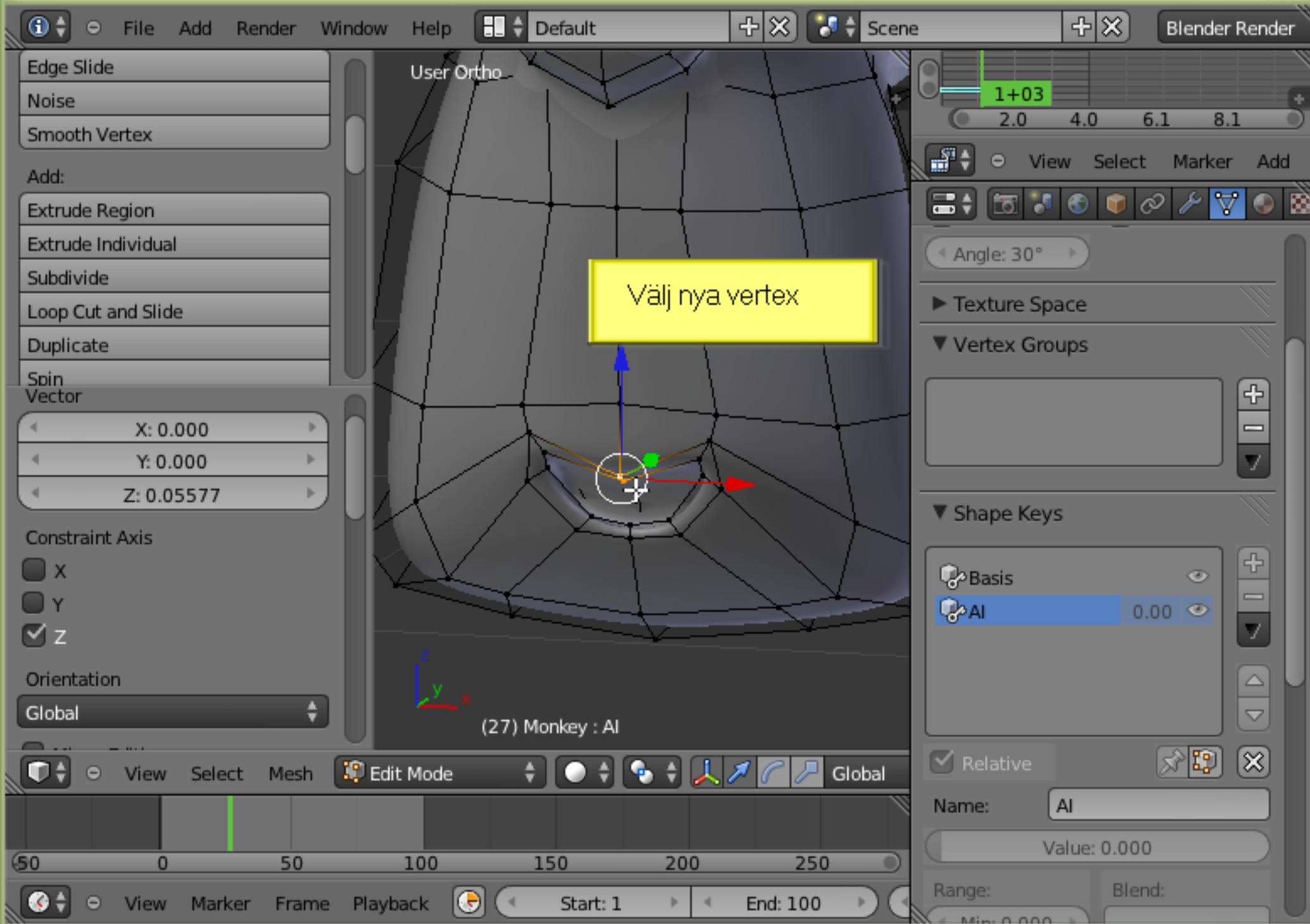
Yellow Callout Box: Klicka knappen för Vertex select.

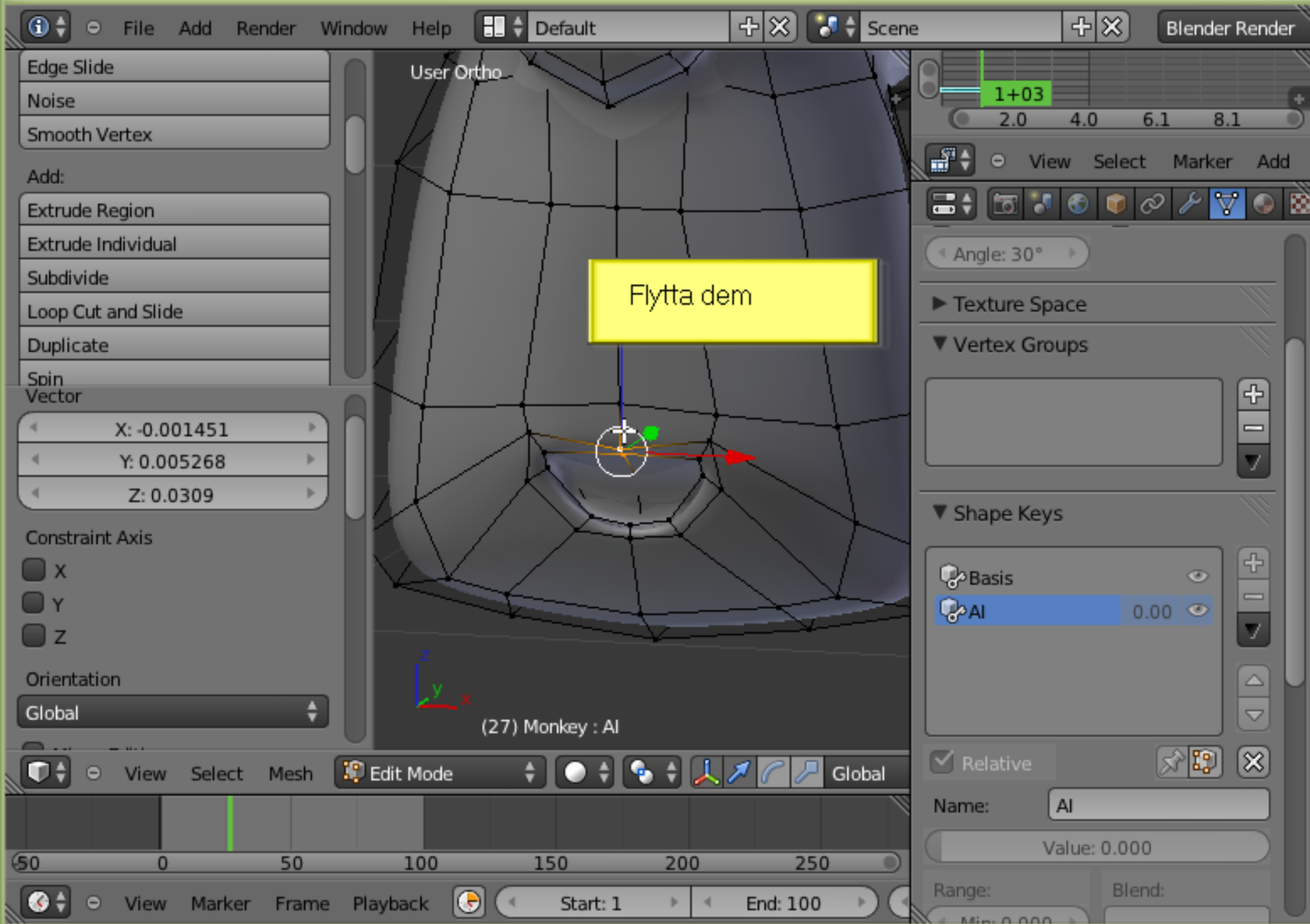


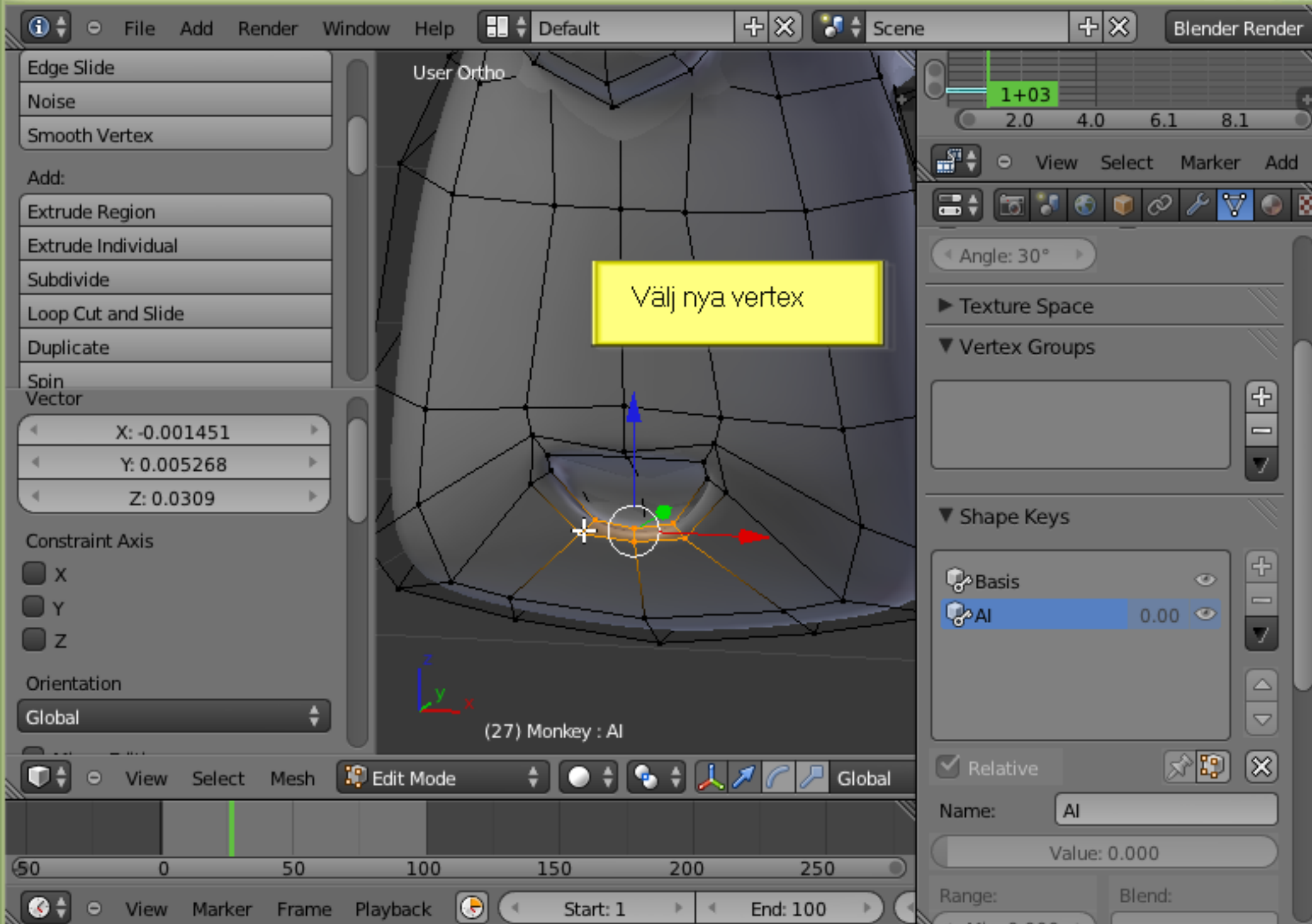


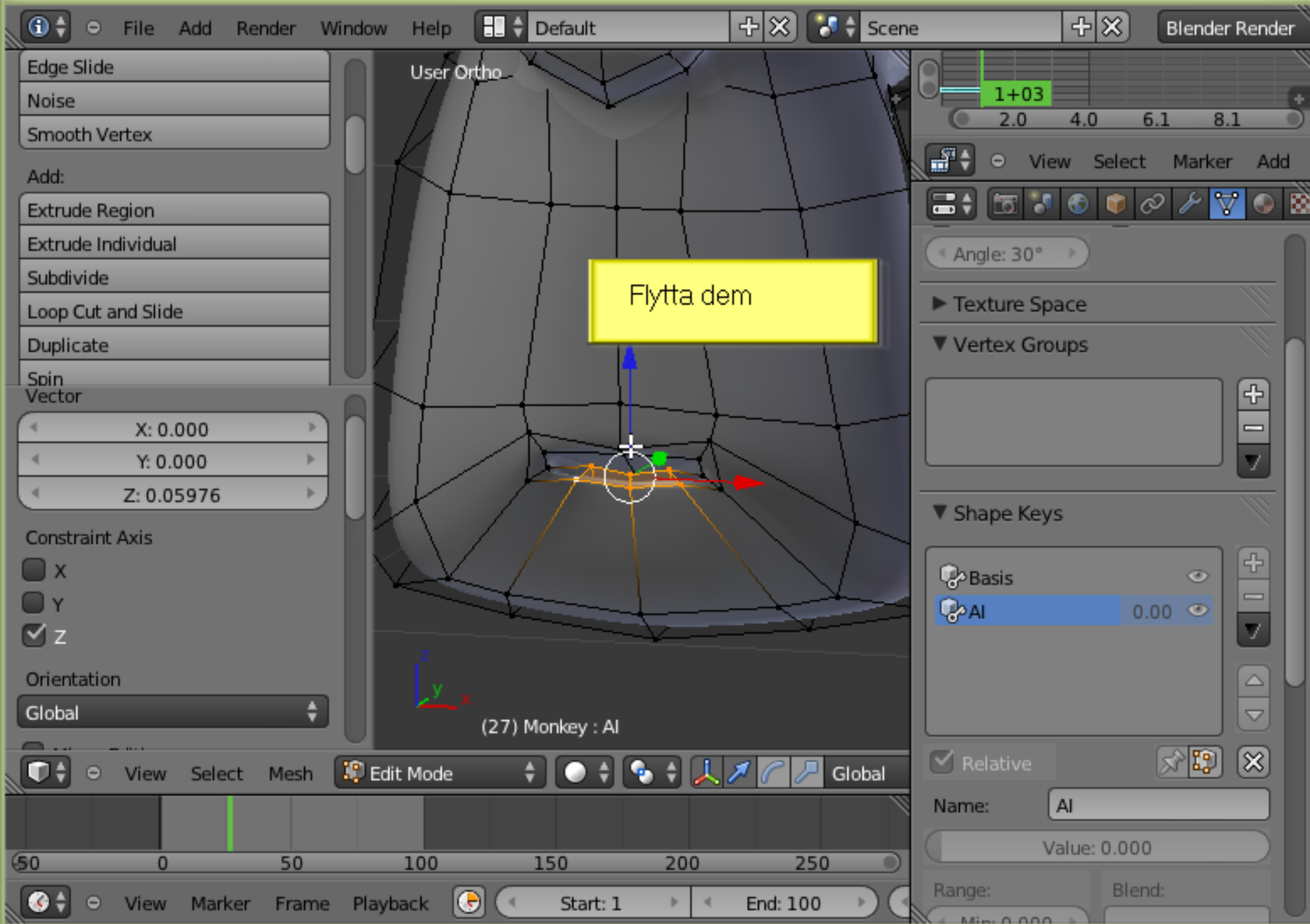


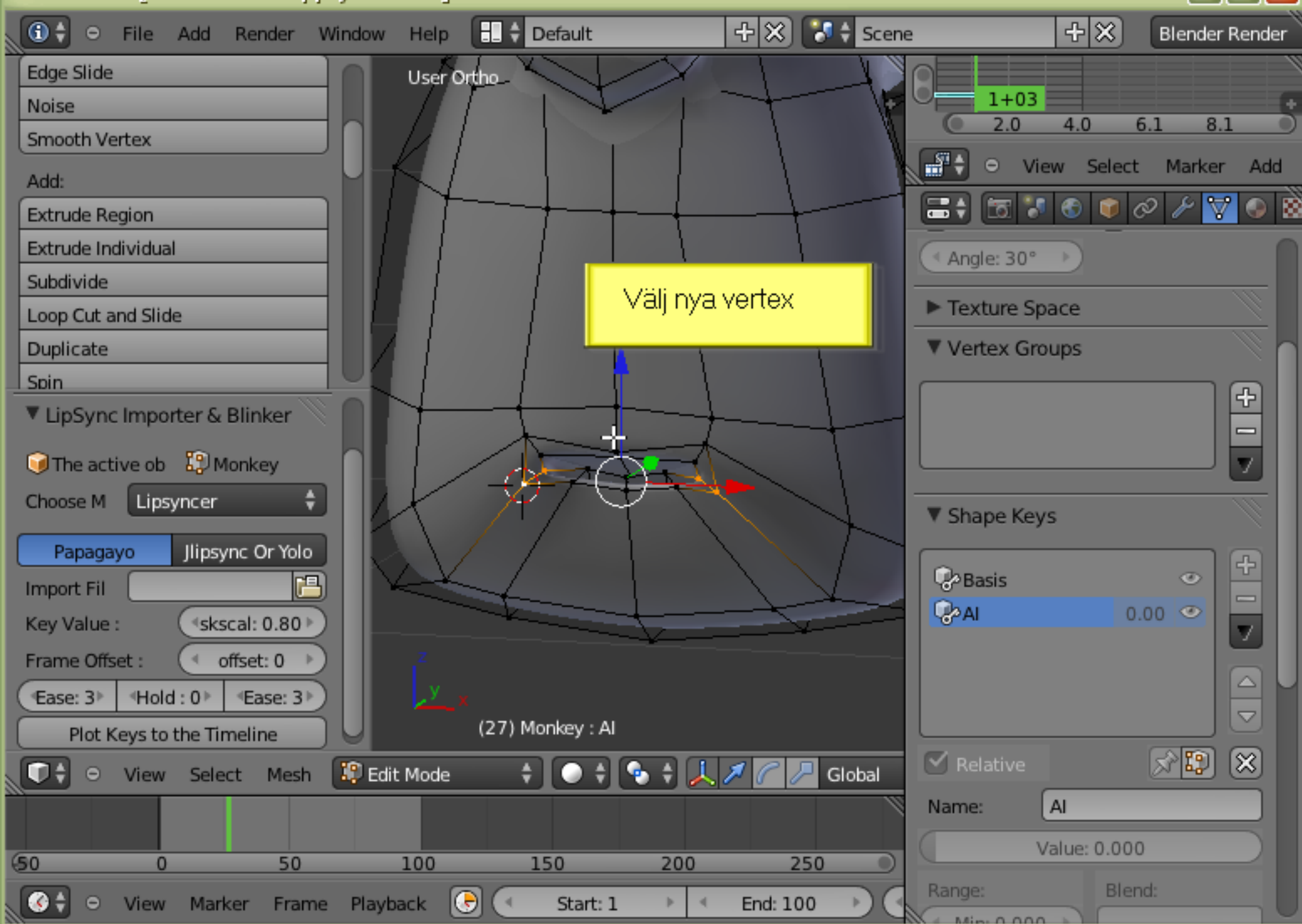


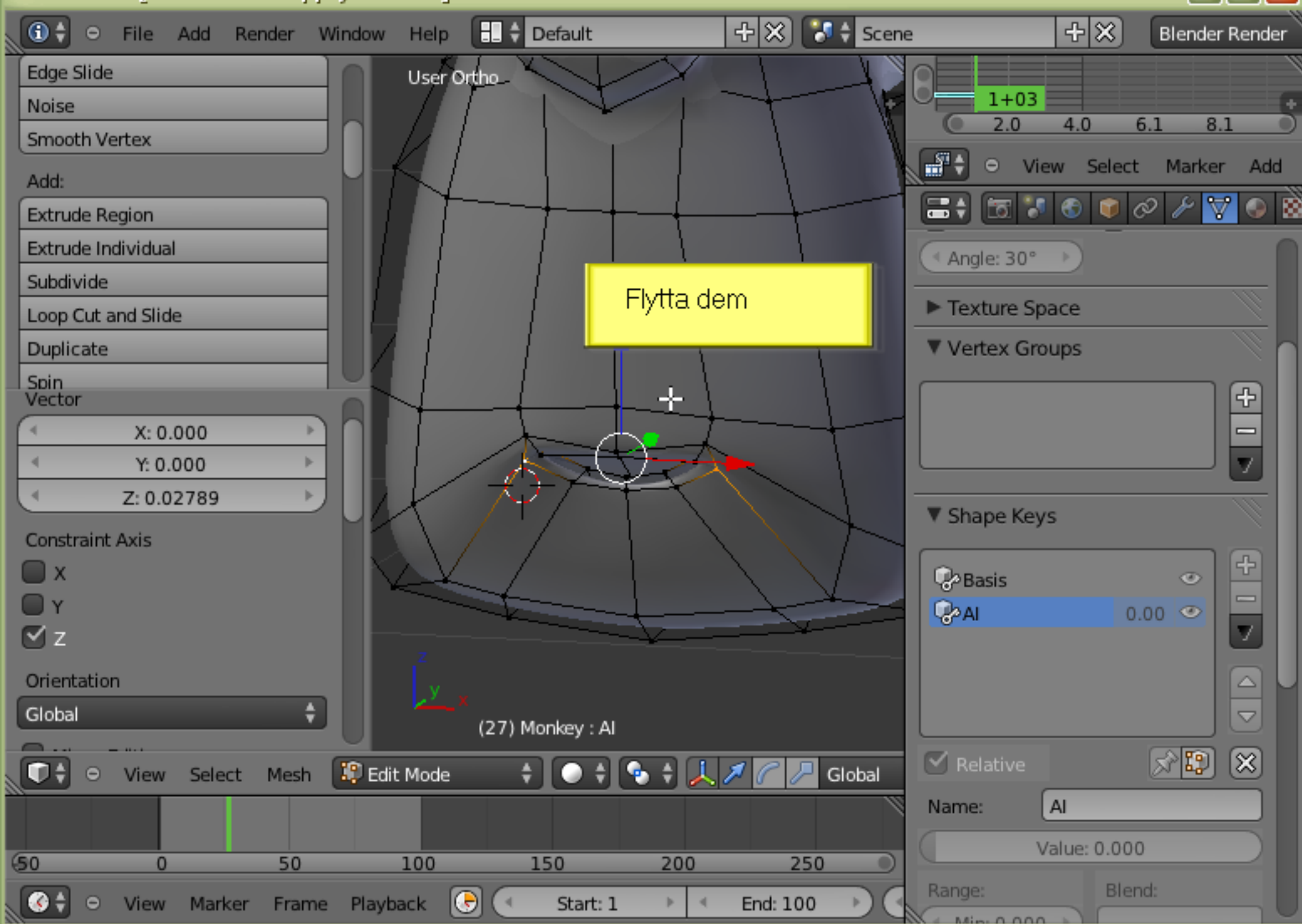














File

Add

Render

Window

Help



Default



Scene



Blender Render

Edge Slide

User Ortho

Den här munnen får duga
för A och I ljuden.

Det är inte helt enkelt att veta
hur munnen ska se ut. Se dig
själv i spegeln när du uttalar
A och I för att hitta
ett bra utseende för munnen.

Gå till
Object Mode

Constraint Axis

☐ X☐ Y☒ Z

Orientation

Global



Weight Paint



Texture Paint



Vertex Paint



Sculpt Mode



Edit Mode



Object Mode



Edit Mode



View

Select

Mesh



Edit Mode



Global



View

Marker

Frame

Playback



Start: 1

End: 100

Angle: 30°

Texture Space

Vertex Groups

Shape Keys

Basis

AI

0.00

Relative

Name:

AI

Value: 0.000

Range:

Blend:

Blender interface showing the 3D Viewport and Properties panel.

3D Viewport: Displays a character model (Monkey) in a dark environment. The viewport is labeled "User Ortho". A red circle highlights the mouth area. The bottom status bar indicates "(27) Monkey : AI".

Properties Panel (right):

- Texture Space**
- Vertex Groups**
- Shape Keys**
 - Basis
 - AI (0.24)
- Relative** (checked)
- Name: AI
- Value: 0.240
- Range: Min: 0.000
- Blend:

Left Panel (Tools and Properties):

- Tools: Delete, Join, Shading (Smooth, Flat), Keyframes (Insert, Remove), Motion Paths (Calculate Paths, Clear Paths).
- LipSync Importer & Blinker**
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo | Jlipsync Or Yolo
 - Import Fil: [File icon]
 - Key Value: <skscal: 0.80>
 - Frame Offset: <offset: 0>
 - Ease: 3 | Hold: 0 | Ease: 3
 - Plot Keys to the Timeline

Timeline (bottom): Shows a green playhead at frame 0. The timeline is labeled "Start: 1" and "End: 100".

Nu kan du dra i spaken för att se hur munnen rör sig.

Blender interface showing the 3D Viewport and Properties panel.

3D Viewport: Displays a character model (Monkey) in a dark environment. The viewport is labeled "User Ortho". A red circle highlights the mouth area. The bottom status bar indicates "(27) Monkey : AI".

Properties Panel (right):

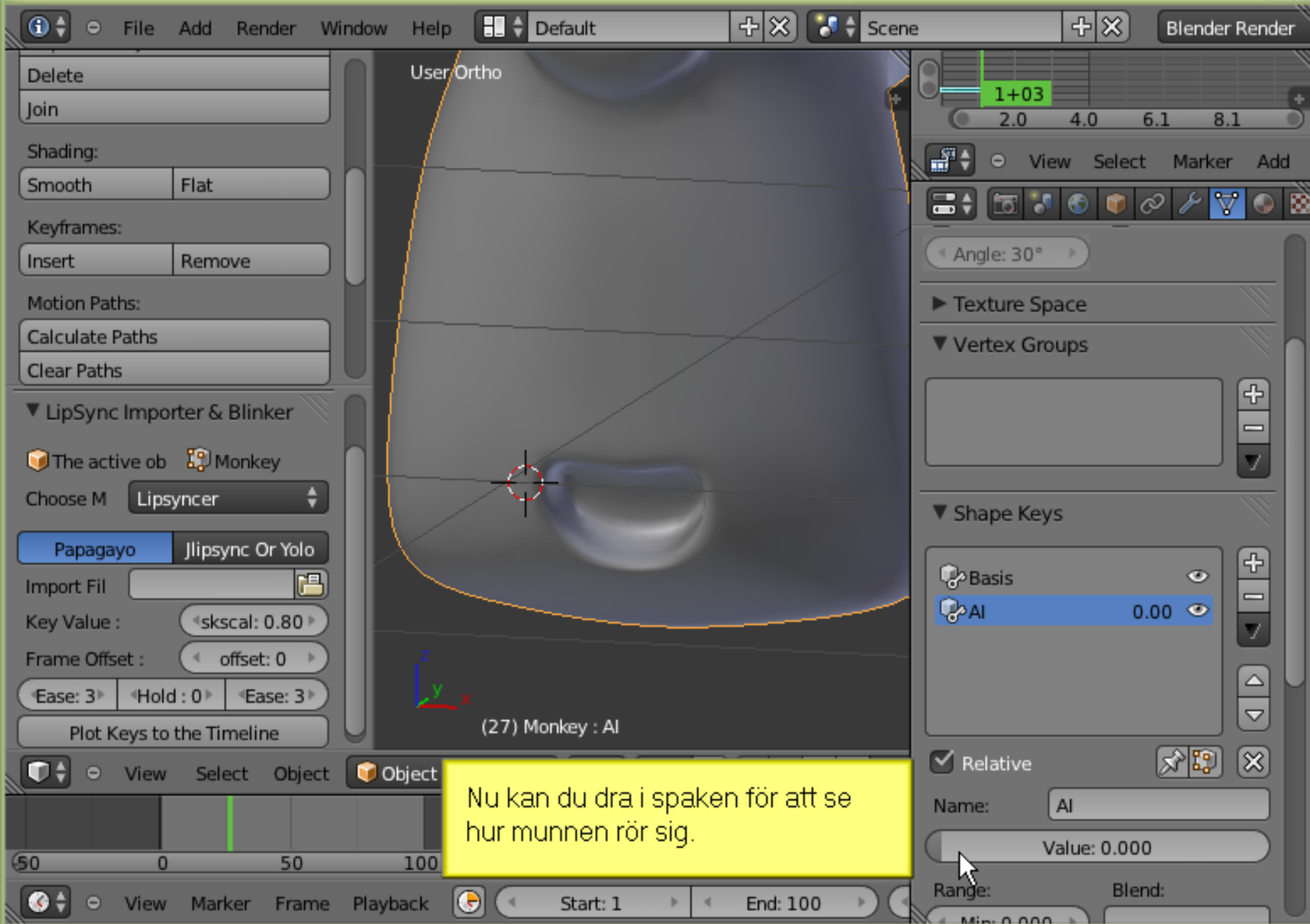
- Texture Space**
- Vertex Groups**
- Shape Keys**
 - Basis
 - AI (0.78)
- Relative** (checked)
- Name:** AI
- Value:** 0.780
- Range:** Min: 0.000
- Blend:**

Left Panel (Tools and Properties):

- Delete**, **Join**
- Shading:** Smooth, Flat
- Keyframes:** Insert, Remove
- Motion Paths:** Calculate Paths, Clear Paths
- LipSync Importer & Blinker**
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo, Jlipsync Or Yolo
 - Import Fil
 - Key Value: skscal: 0.80
 - Frame Offset: offset: 0
 - Ease: 3, Hold: 0, Ease: 3
 - Plot Keys to the Timeline

Bottom Panel (Timeline): Shows a timeline from 0 to 100. The current frame is 27. The timeline is labeled "Start: 1" and "End: 100".

Nu kan du dra i spaken för att se hur munnen rör sig.



Fortsätt sen att skapa Shape Keys för de övriga nio munnarnas utseenden. Gör dem ganska lika för annars är det lätt att det blir ett väldigt flaxande med munnen.

Och kom ihåg att använda stora och små bokstäver precis som i munnarnas beteckningar: AI, E, L, FV, etc, O, U, WQ, MBP, rest - annars förstår inte scriptet den .dat-fil som Papagoyo skapat.



AI



E



L



FV



etc



O



U



WQ



MBP



rest

Blender interface showing the 3D viewport and various toolshells.

Top Bar: File, Add, Render, Window, Help. Default, Scene, Blender Render.

Left Panel (Tools):

- Delete
- Join
- Shading: Smooth, Flat
- Keyframes: Insert, Remove
- Motion Paths: Calculate Paths, Clear Paths
- LipSync Importer & Blinker
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo, Jlipsync Or Yolo
 - Import Fil: [File Icon]
 - Key Value: <skscal: 0.80>
 - Frame Offset: <offset: 0>
 - Ease: 3, Hold: 0, Ease: 3
 - Plot Keys to the Timeline

3D Viewport: User Ortho. A yellow box highlights the text: "Här är de fem första munnarna." (Here are the first five mouths).

Right Panel (Properties):

- Texture Space
- Vertex Groups
- Shape Keys
 - Basis (selected)
 - AI: 0.0
 - E: 0.0
 - L: 0.0
 - FV: 0.0
- Relative (checked)
- Name: Basis
- UV Maps

Bottom Bar: View, Select, Object, Object Mode, Global. Timeline: Start: 1, End: 100.

Blender interface showing the 3D viewport and various toolbars.

Top Bar: File, Add, Render, Window, Help. Default, Scene, Blender Render.

Left Panel (Tools):

- Delete
- Join
- Shading: Smooth, Flat
- Keyframes: Insert, Remove
- Motion Paths: Calculate Paths, Clear Paths
- LipSync Importer & Blinker
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo, Jlipsync Or Yolo
 - Import Fil: [File Icon]
 - Key Value: <skscal: 0.80>
 - Frame Offset: <offset: 0>
 - Ease: 3, Hold: 0, Ease: 3
 - Plot Keys to the Timeline

3D Viewport: User Ortho. A yellow box contains the text: "Här är några munnar till". The viewport shows a 3D model of a monkey head in Object Mode. The status bar at the bottom indicates "(0) Monkey : Basis".

Right Panel (Properties):

- Texture Space
- Vertex Groups
- Shape Keys
 - FV: 0.0
 - etc: 0.0
 - O: 0.0
 - U: 0.0
 - WQ: 0.0
 - Relative: ☒ Name: Basis
- UV Maps

Bottom Bar: View, Select, Object, Object Mode, Global. Timeline: Start: 1, End: 100.

Blender interface showing the 3D viewport and various toolbars.

Top Bar: File, Add, Render, Window, Help. Default, Scene, Blender Render.

Left Panel (Tools):

- Delete
- Join
- Shading: Smooth, Flat
- Keyframes: Insert, Remove
- Motion Paths: Calculate Paths, Clear Paths
- LipSync Importer & Blinker
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo, Jlipsync Or Yolo
 - Import Fil: [File Icon]
 - Key Value: <skscal: 0.80>
 - Frame Offset: <offset: 0>
 - Ease: 3, Hold: 0, Ease: 3
 - Plot Keys to the Timeline

3D Viewport: User Ortho. A yellow box contains the text: "Och de sista av de tio munnarna."

Right Panel (Properties):

- Texture Space
- Vertex Groups
- Shape Keys
 - O: 0.0
 - U: 0.0
 - WQ: 0.0
 - MBP: 0.0
 - rest: 0.0
- Relative: ☒ Basis
- UV Maps

Bottom Bar: View, Select, Object, Object Mode, Global. Timeline: Start: 1, End: 100.

Blender interface showing the 3D Viewport and Properties panel.

3D Viewport: Displays a 3D model of a monkey head in the center. The viewport is labeled "User Ortho". A yellow text box is overlaid on the viewport:

.dat-filen med olika munnar som Papagayo skapat behöver importeras.

Properties Panel (right): Shows the "Texture Space" and "Vertex Groups" sections. The "Shape Keys" section is expanded, showing a list of shape keys:

Shape Key	Value	Eye Icon
Basis	0.0	Visible
AI	0.0	Visible
E	0.0	Visible
L	0.0	Visible
FV	0.0	Visible

The "Relative" checkbox is checked. The "Name" field is set to "Basis".

Left Panel: Contains various tools and settings. The "LipSync Importer & Blinker" section is active, showing the "Papagayo" importer selected. The "Key Value" field is set to "skscal: 0.80". The "Frame Offset" is set to "offset: 0". The "Plot Keys to the Timeline" button is visible.

Bottom Panel: Shows the timeline and playback controls. The timeline is set to frame 0. The playback controls show "Start: 1" and "End: 100".

Blender interface showing the 3D viewport and various toolbars.

Top Bar: File, Add, Render, Window, Help. Default, Scene, Blender Render.

Left Panel:

- Delete
- Join
- Shading: Smooth, Flat
- Keyframes: Insert, Remove
- Motion Paths: Calculate Paths, Clear Paths
- LipSync Importer & Blinker
 - The active ob: Monkey
 - Choose M: Lipsyncer
 - Papagayo, Jlipsync Or Yolo
 - Import Fil: sync 01\hello.dat
 - Key Value: <skscal: 0.80>
 - Frame Offset: <offset: 0>
 - Ease: 3, Hold: 0, Ease: 3
 - Plot Keys to the Timeline

3D Viewport: User Ortho. A yellow box contains the text "hello.dat importerad." Below it, the text "(0) Monkey : Basis" is visible.

Right Panel:

- Texture Space
- Vertex Groups
- Shape Keys
 - Basis (selected)
 - AI: 0.0
 - E: 0.0
 - L: 0.0
 - FV: 0.0
- Relative (checked)
- Name: Basis
- UV Maps

Bottom Bar: View, Select, Object, Object Mode, Global. Timeline: Start: 1, End: 100.

Blender interface showing the 3D Viewport and Properties panel.

3D Viewport: Displays a blue, teardrop-shaped object (likely a lip) in the center. The viewport is labeled "User Ortho".

Properties Panel (right): Shows the "Texture Space" and "Vertex Groups" sections. The "Shape Keys" section is expanded, showing a list of shape keys:

Shape Key	Value	Eye Icon
Basis	0.00	Visible
AI	0.00	Visible
E	0.00	Visible
L	0.00	Visible
FV	0.00	Visible

The "Basis" shape key is selected. The "Relative" checkbox is checked. The "Name" field is set to "Basis".

Left Panel (Tools Shelf): Contains various tools and settings, including "Delete", "Join", "Shading" (Smooth, Flat), "Keyframes" (Insert, Remove), "Motion Paths" (Calculate Paths, Clear Paths), and "LipSync Importer & Blinker".

Bottom Panel (Timeline): Shows the timeline with a green play button and a red stop button. The timeline is labeled "Start: 1" and "End: 100".

Yellow Text Box: A yellow box with the following text:

För att få munnen att röra sig mjukt så kan ett värde på 2 eller 3 vara lämpligt. För stötiga rörelser sätt in 1.

Blender interface showing the 3D Viewport and Properties panel.

3D Viewport: Displays a character model in Object Mode. The viewport is labeled "User Ortho". A yellow text box is overlaid on the viewport:

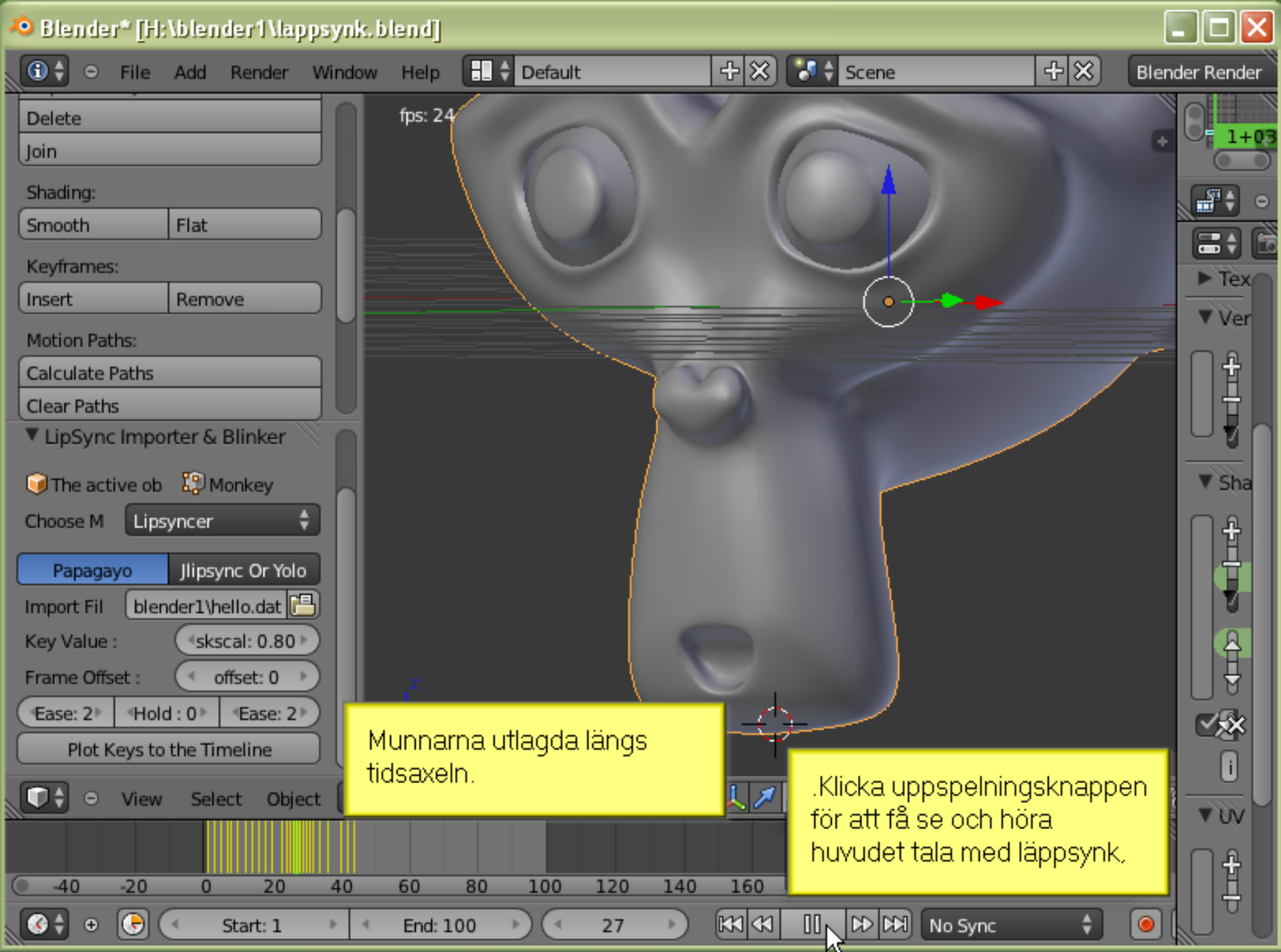
Klicka
Plot Keys to the Timeline
och munnarna läggs ut
längs tidsaxeln.

Properties Panel (right): Shows the "Texture Space" and "Vertex Groups" sections. The "Shape Keys" section is expanded, showing a list of shape keys:

Shape Key	Value	Eye Icon
Basis	0.00	
AI	0.00	
E	0.00	
L	0.00	
FV	0.00	

The "Relative" checkbox is checked. The "Name" field is set to "Basis".

Timeline: The bottom of the interface shows the timeline with a green play button and the text "Start: 1" and "End: 100".



Munnarna utlagda längs tidsaxeln.

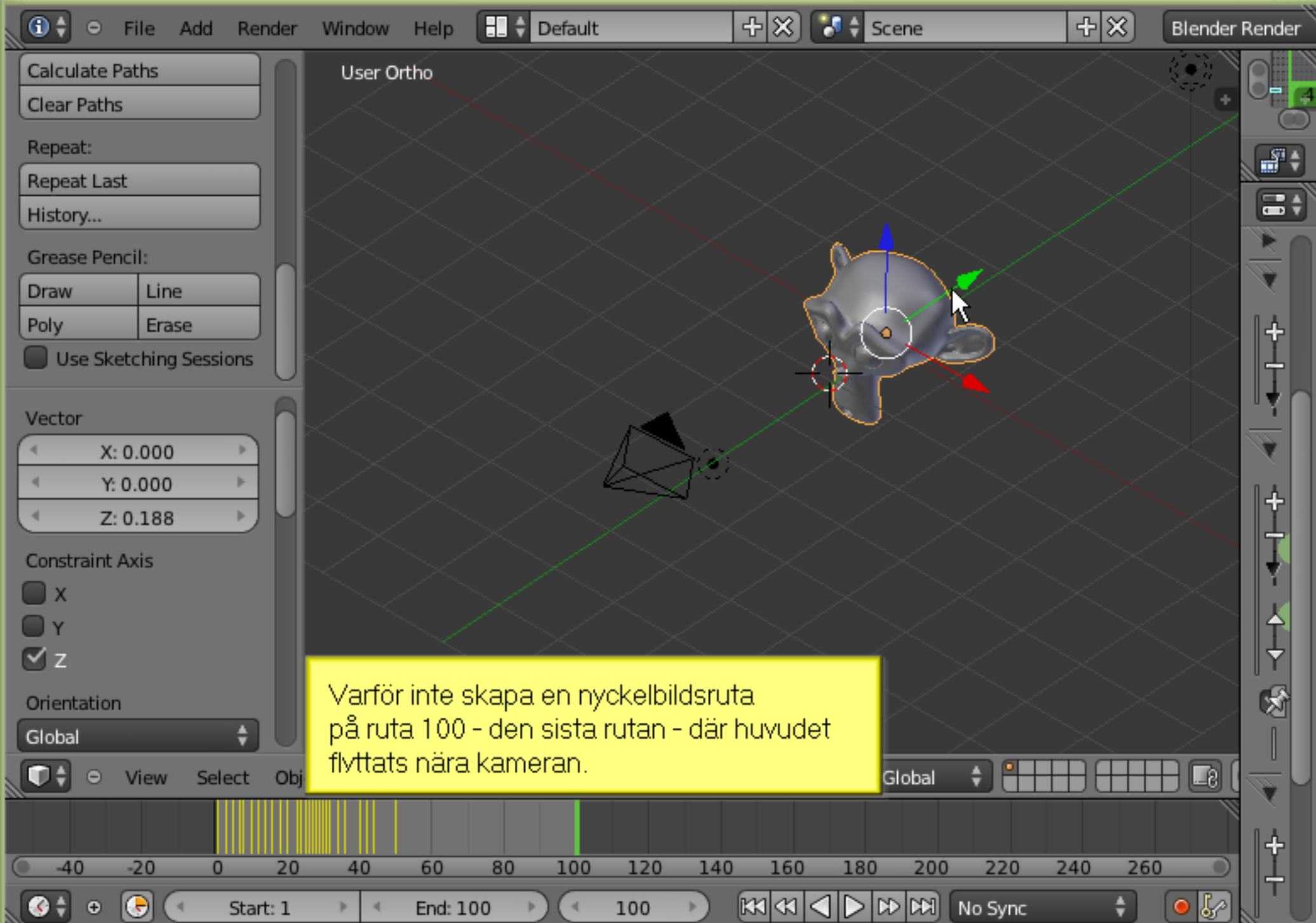
.Klicka uppspelningsknappen för att få se och höra huvudet tala med läppsynk.

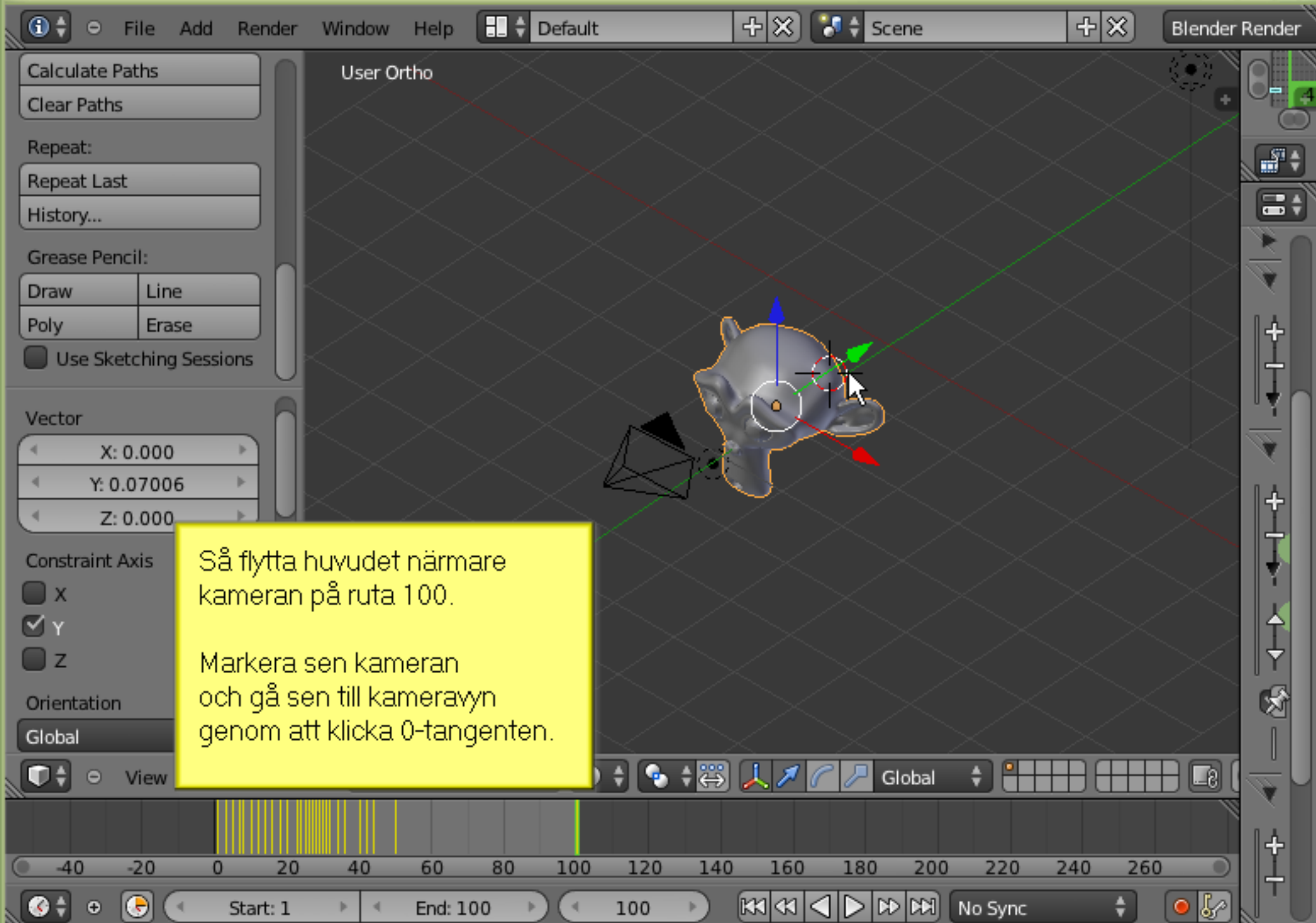


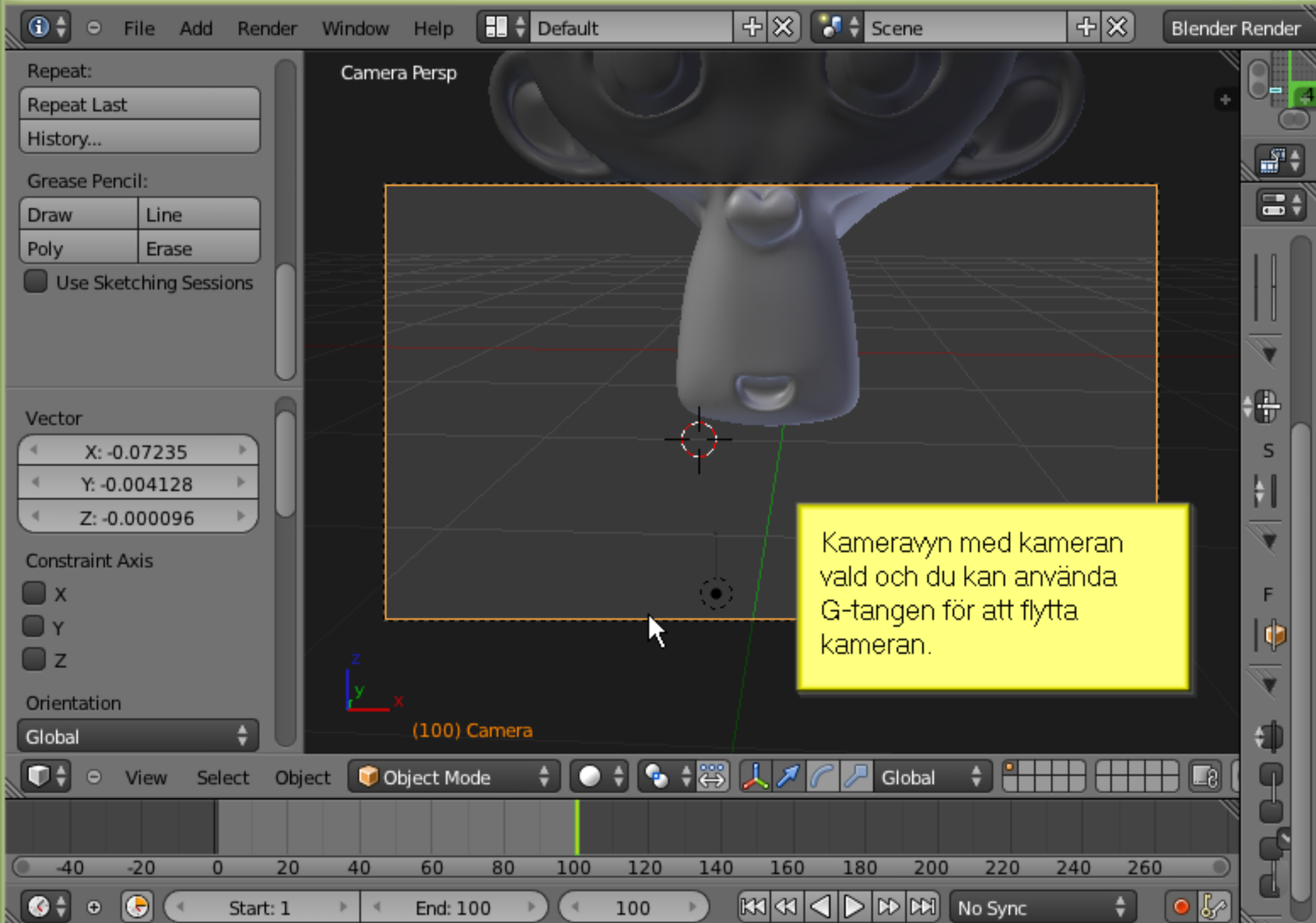














Blender interface showing the 3D viewport and the Properties panel.

3D Viewport: Camera Persp view. A blue arrow points to the camera icon in the top right corner of the viewport. A yellow text box contains the following text:

Gå till kamerafliken för att skapa en film.

Innan du renderar animationen behöver du ställa in några värden.

Properties Panel (Render tab):

- Render:** Animation (selected), Play
- Display:** Image Editor
- Layers:**
- Dimensions:**
- Resolution:** X: 1920, Y: 1080, 50%
- Frame Range:** Start Frame: 1, End Frame: 100, Frame Step: 1
- Aspect Ratio:** X: 1.000, Y: 1.000
- Frame Rate:** 24 fps
- Time Remapping:** 100, 100
- Anti-Aliasing:** (checked)

Timeline: Start: 1, End: 100, 84

The image shows the Blender 2.64 interface with a 3D render of a monkey head in Camera Persp view. A yellow text box is overlaid on the center of the image, explaining Render Presets and the PAL 4:3 format. The right sidebar shows the Render Presets menu with TV PAL 4:3 selected.

Render Presets och du kan välja TV PAL 4:3

PAL är det europeiska TV-formatet och 4:3 är förhållandet mellan bildens bredd och höjd.

The interface includes the following elements:

- Top Bar:** File, Add, Render, Window, Help. Default, Scene, Blender Render.
- Left Sidebar:** Calculate Paths, Clear Paths, Repeat, Repeat Last, History..., Grease Pencil (Draw, Line, Poly, Erase), Use Sketching Sessions, Vector (X: -0.07235, Y: -0.004128, Z: -0.000096), Constraint Axis (X, Y, Z), Orientation (Global).
- Center Viewport:** Camera Persp view of a monkey head. A red arrow points to the center of the head, and a blue arrow points to the top of the head.
- Right Sidebar:** Display: Image Editor, Layers, Dimensions, Render Presets (DVC PRO HD 1080p, DVC PRO HD 720p, HDTV 1080p, HDTV 720p, HDV 1080p, HDV NTSC 1080p, HDV PAL 1080p, TV NTSC 16:9, TV NTSC 4:3, TV PAL 16:9, TV PAL 4:3), Full Sample, Size: 1.000, Sampled Motion Blur, Shading.
- Bottom Bar:** Python: bpy.ops.script.execute_preset(filepath="C:\Program Files\Blender Foundation\Blender\2.64\scripts\presets\render\TV_PAL_4_colon_3.py", men, Start: 1, End: 100, 84, Execute a preset.

Blender interface showing the Render properties panel and the File Format menu.

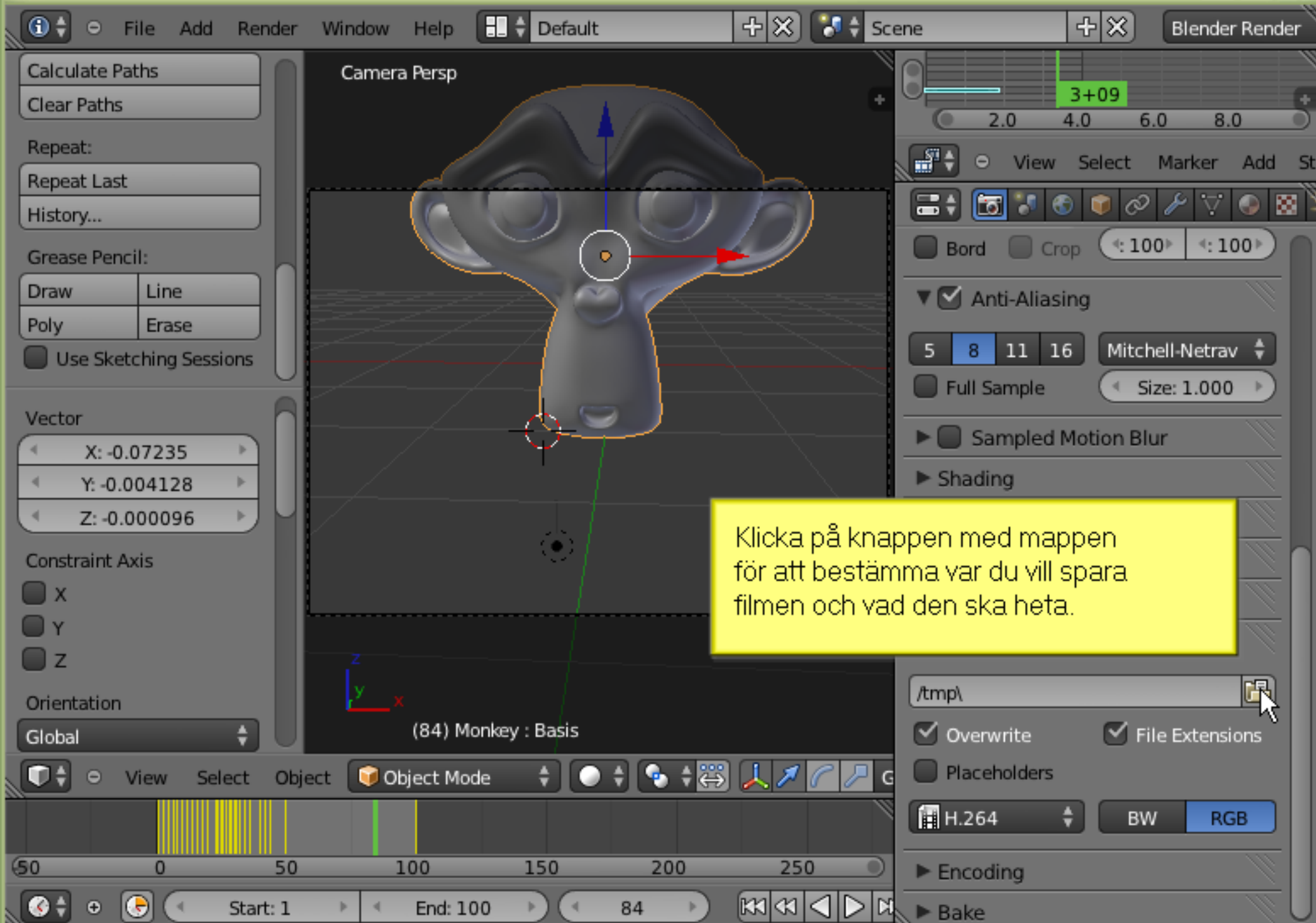
Render Properties Panel:

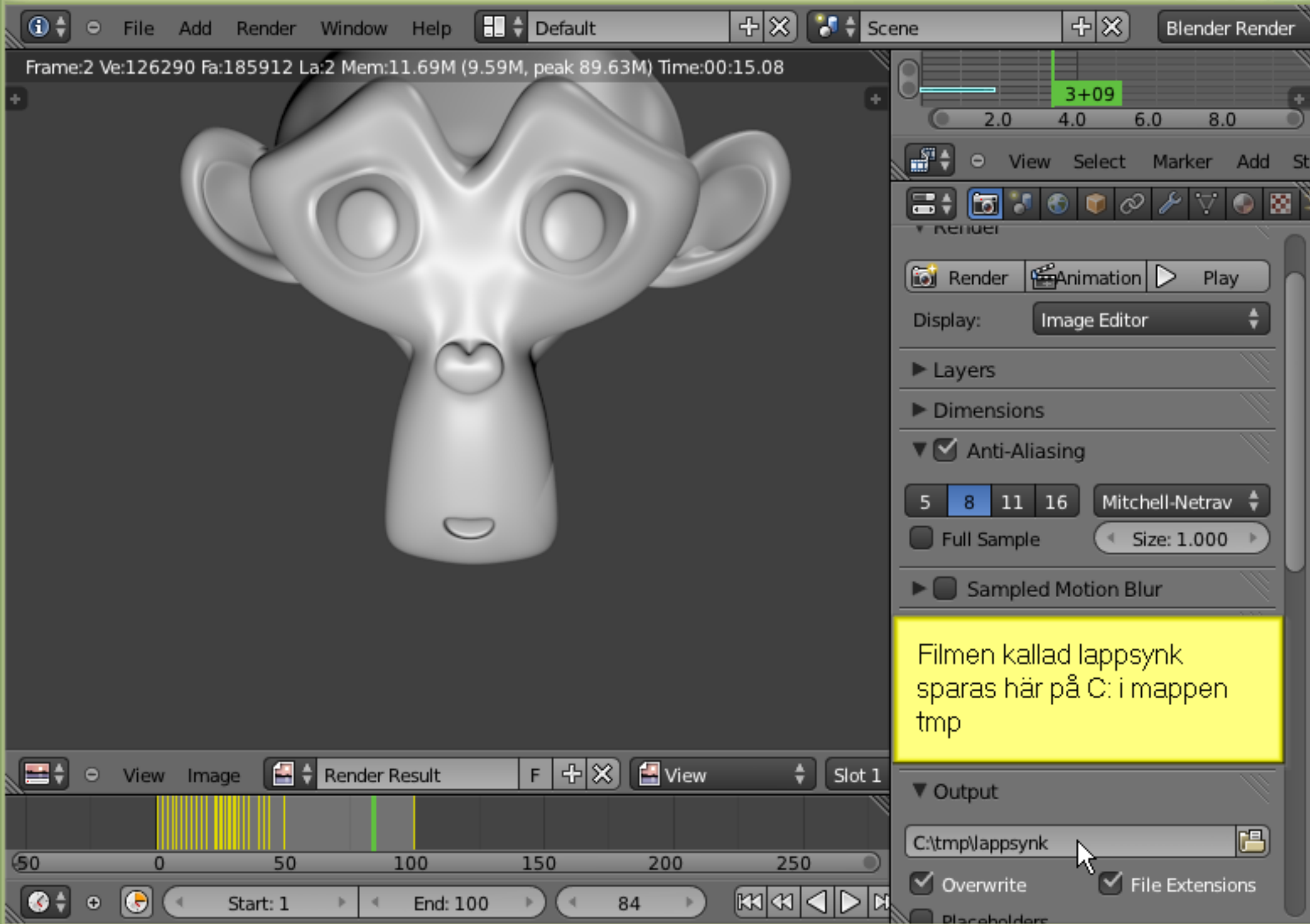
- View: Camera Persp
- Resolution: 100
- Anti-Aliasing: ☒ Mitchell-Netrav (8)
- Full Sample: ☐ Size: 1.000
- Sampled Motion Blur: ☐
- Shading: ☐
- Performance: ☐
- File Extensions: ☒
- Output: PNG, BW, RGB, RGBA
- Compression: 90%
- Bake

File Format Menu:

- Image
 - BMP
 - Iris
 - PNG
 - JPEG
 - JPEG 2000
 - Targa
 - Targa Raw
- Movie
 - Cineon
 - DPX
 - OpenEXR MultiLayer
 - OpenEXR
 - Radiance HDR
 - TIFF
- AVI JPEG Post Processing
- AVI Raw
- Frame Server
- H.264**
- MPEG
- Ogg Theora
- Xvid

Yellow Note: Välj också filformat för filmen: H.254





Blender interface showing the 3D viewport and the Properties panel.

3D Viewport: Camera Persp view of a blue monkey head model. The monkey is positioned at the origin (0,0,0) with its head tilted upwards. The axes are labeled X (red), Y (green), and Z (blue). The text "(84) Monkey : Basis" is visible at the bottom of the viewport.

Properties Panel (Output/Encoding):

- Output:** /tmp/, Overwrite, File Extensions, H.264, BW, RGB.
- Encoding:** Presets, Forma: AVI, Codec: H.264, Bitrate: 6000, GOP Size: 15, Rate: Minimum: 0, Maximum: 9000, Buffer: 1792, Autosplit Output, Mux: Rat: 10080000, Packet Si: 2048, Audio Codec: None, Bitrate: 192, Volume: 1.000.

Yellow Note: Välj Format: AVI
funkar i Windows
Codec: H.264

Timeline: Start: 1, End: 100, 84.

Blender interface showing the 3D Viewport (Camera Persp) and the Properties panel (Output and Encoding settings).

The 3D Viewport displays a character model (Monkey) with a camera view. The model is highlighted with an orange outline. The camera is positioned at the top of the model, looking down. The model's position is indicated by a red dot and a green line.

The Properties panel shows the Output and Encoding settings. The Output format is set to H.264, RGB. The Encoding settings are shown, including the Audio Codec dropdown menu, which is currently set to MP3. A yellow callout box points to the Audio Codec dropdown menu with the text: "Och du behöver välja Audio Codec."

The Properties panel also shows the Bitrate (192), Volume (1.000), and a Bake button.

The bottom status bar shows the timeline (Start: 1, End: 100, 84) and the current frame (84).

File Add Render Window Help Default Scene Blender Render

Frame:2 Ve:126290 Fa:185912 La:2 Mem:11.69M (9.59M, peak 89.63M) Time:00:15.08

3+09

2.0 4.0 6.0 8.0

View Select Marker Add St

Render Animation Play

Display: Image Editor

Layers

Dimensions

Anti-Aliasing

5 8 11 16 Mitchell-Netrav

Full Sample Size: 1.000

Sampled Motion Blur

Shading

Performance

Post Processing

Stamp

Output

C:\tmp\lappsynk

Overwrite File Extensions

Placeholders

View Image Render Result F View Slot 1

50 0 50 100 150 200 250

Start: 1 End: 100 84

Klicka sen knappen Animation för att starta renderingen.

Frame:100 Ve:126290 Fa:186265 La:2 Mem:11.6

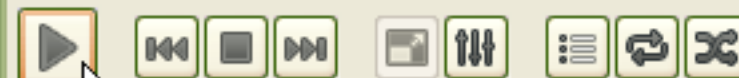
VLC media player

Media Playback Audio Video Tools View Help



Och du får en avi-film
med en läppsynkat huvud
som säger någonting
som du kan spela upp
i något player-program.

View Image Render Result



100%

Play
If the playlist is empty, open a medium

50 0 50 100 150 200 250

Start: 1 End: 100 84

C:\tmp\lappsynk

☒ Overwrite☒ File Extensions☐ Placeholders

